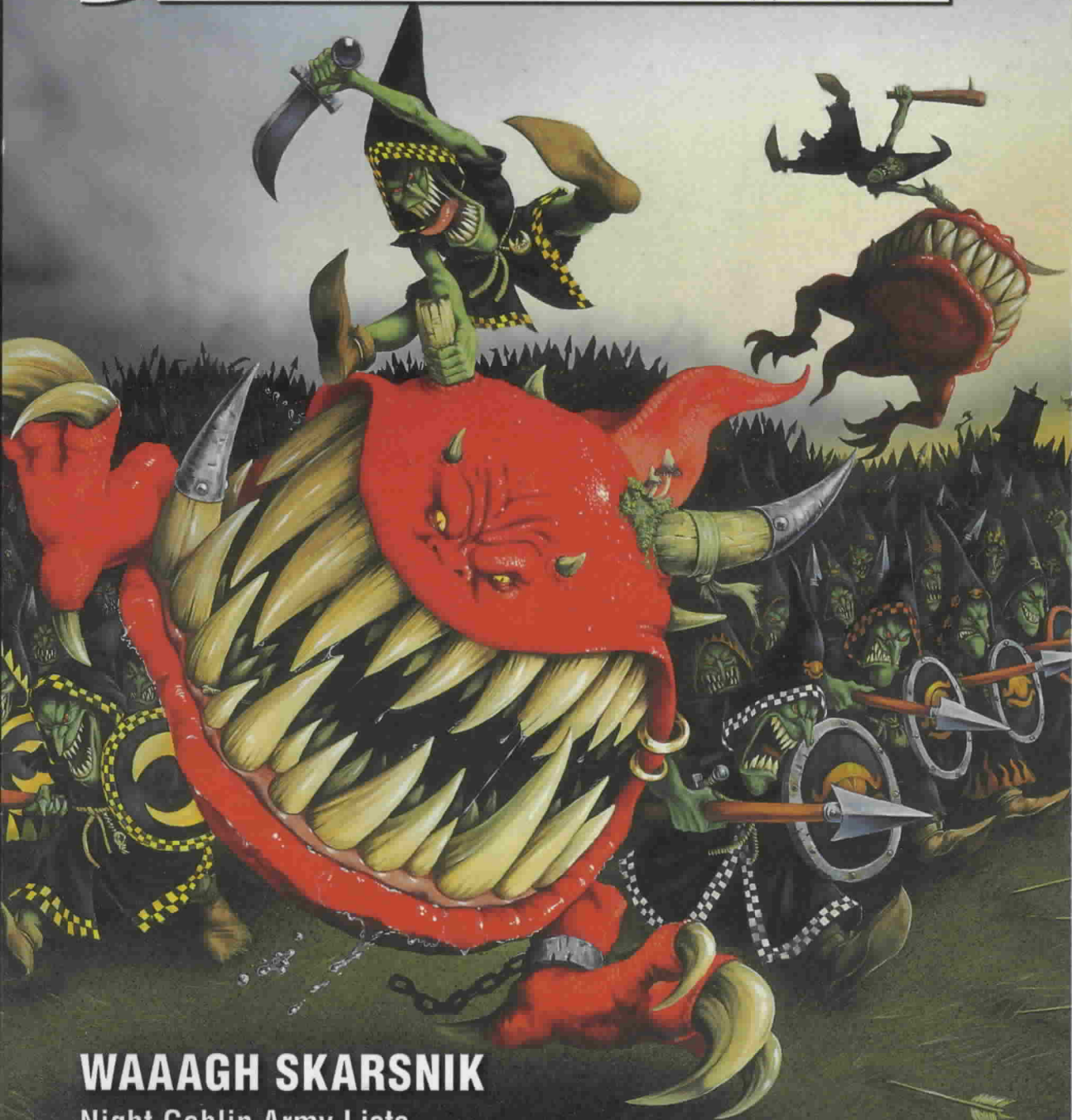


the citadel®

issue 46

Journal

The Games Workshop magazine for dedicated Warhammer, 40K and Blood Bowl players £3.50/US\$6.95



WAAAGH SKARSNIK

Night Goblin Army Lists
Rules for Skarsnik and Gobbla

THE WOLF TIME

Warhammer 40,000 mini-campaign
Eldar Phoenix Bomber rules
Dark Crusade Battle Report

**GAMES
WORKSHOP**



Squig Herders



Fanatic



Spearman



Boss



Squig



Squig Hopper



Netter



Squig Hopper



Warlord of the Eight Peaks,
Skarsnik and Gobbla

ANY COLOUR YOU LIKE, AS LONG AS
IT'S BLACK...

PAINTING NIGHT GOBLINS

Night Goblins are, arguably, one of the easiest and fastest Warhammer armies to paint, because they wear black, all black, nothing but black!

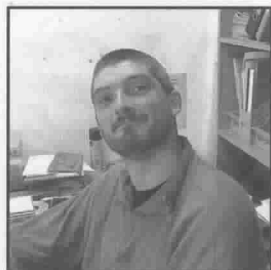
You need to find a quick method of highlighting a black undercoated miniature, like dry brushing dark blue or very dark red/brown. Once this is done, half your job is complete.

All that is left to do is pick out the face and hands with Goblin Green and the wooden weapons in brown (metal weapons in Bolt Gun Metal or, better still, Tin Bitz), and you have a basic Night Goblin.

Of course more advanced painters will want to highlight the face by adding yellow and picking out details like pouches, shoes, or adding cheek markings to hoods and hems. Beady red eyes are also a feature of Night Goblins if you have a steady hand.

Squigs, of course, are where you get to go to town. They can be any colour although, be warned, too many colours will look very messy, best stick to two or three.

EDITORIAL



This month we have an absolutely rip-roaring issue for all you dedicated Warhammer, 40K and Blood Bowl players. We are literally overflowing with good hobby stuff, so much so that that we had to cut one of the articles into two parts!

For Warhammer players we have a new army list, plus background and special characters for the Night Goblins. There is an extensive archive of Night Goblin miniatures from Mail Order, some are forerunners to the current range of miniatures, but many aren't.

For me Night Goblins are real goblins; they have the best background, the best character and their own unique style. A Night Goblin army would be very characterful, especially if your regular opponents play Dwarfs or Skaven. The prospect of battles taking place in underground caverns, with rubble, ruined pillars, broken staircases and archways and fungus forests (made out of real mushrooms!) for terrain is a tantalising one. Years ago I was involved in a three-way narrative campaign pitting Skaven, Night Goblins and Dwarfs against each other for control of Karak Eight Peaks. Most of the battles took place above ground, but the few subterranean games we played (using sheets of grey sugar paper upon which were drawn tunnels and caverns) I remember fondly (and the mushrooms forests were very tasty for tea afterwards)!

For Warhammer 40,000 we take a look at the Space Wolf archive. There were too many Space Marines last issue to show all of them, so we decided to look

at the Chapters separately. Dark Angels and Blood Angels are still to come, but this issue we have the Wolf Time, a campaign for Warhammer 40,000 players. Older players might remember the Wolf Time from the first time around, way back in 1989, but here it has been updated for the new rules and army lists. If you don't play Space Wolves or Orks then read it anyway. With a little work it could easily be changed so the Tyranids are attacking Imperial Guard, or Chaos are attacking Eldar. You'd need to change the force lists and alter the background to suit the races, but the format can remain unchanged, with three battles leading to one final engagement.

This month's Forge World release is the Phoenix Bomber; again the Journal is the place to find the rules for this great new model.

We also have a first for the Journal, a battle report. We don't really want to show straight battles of 40K or Warhammer as described in the rule books and seen each month in White Dwarf. However, we want to show different ways to play the game, and this huge battle is very different, especially because it includes Jervis' house rules

Last, but not least, an apology. Due to an administrative error nobody has had access to the Journal@games-workshop.co.uk e-mail. This means that if you sent us an e-mail to that address it has sat unread on a computer server. For this I'm sorry, it is only since I became editor and decided I should have access to that inbox that our IT department discovered this error. There were 3000 unread e-mails awaiting me, dating back two years. You can be sure that e-mails sent to that address will now get seen, so feel free to send your letters and submissions to it.

Happy gaming!

Warwick

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by Dave Gallagher



CITADEL JOURNAL 46 CONTENTS

The Wolf Time

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A Warhammer 40,000 campaign originally written by Rick Priestley and published in the First Book of the Astronomicon, but updated for the latest edition and army lists. A Space Wolf Great Company attack an Ork stronghold over the course of four inter-linked battles, by Cyril Perret.

Phoenix Bomber

14

Forge World's latest release is the Eldar Phoenix Bomber. Warwick Kinrade has written the rules for using it in your 40K battles.

Mailbag

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Views and opinions from the gamers.

Night Goblin Hordes

22

An alternative Orc and Goblin army list, featuring background, army lists, lots of Squigs and the rules for Skarsnik and Gobbla. Original material by Rick Priestley and Jake Thornton.

Dark Crusade, part I

31

Jervis introduces us to a mammoth game of Warhammer 40,000, with rules for playing huge battles. This is the first part of the Journal's first battle report.

Blood Bowl Magazine

41

Featuring Clan-Bowl, the interminic wars of the Skaven erupt onto the Blood Bowl pitch, with rules for Clan Eshin, Clan Moulder and Clan Skyre teams, by Jim Mawby. Also house rules for Star Players by Richard Williams.



The Wolf Time is a complete mini-campaign for Warhammer 40,000. It was first published way back in 1988 in the *First Book of the Astronomican*. Since then Warhammer 40,000 has undergone many changes, so here I have updated the campaign for the latest edition of the game, with a few changes, like names. It features the Space Wolves attacking an Ork stronghold, but there is no reason why, with a little work, these forces could not be changed to suit whichever army you collect.

WARHAMMER
40,000

THE WOLF TIME

WARHAMMER
40,000

Originally by Rick Priestley, updated by Cyril Perret

PLAYING THE CAMPAIGN

The Wolf Time is campaign of four battles. Each battle is separate, but the first three will affect the forces available in the fourth and final battle. You will need two players, the original campaign required a GM and lots of secret information, I have changed this. All the information here can be read by either side, nothing needs to be kept secret from either opponent.

Unlike other Warhammer 40,000 games this campaign does not use points values or the army organisation charts for the forces. The Space Wolf force is listed in the Troops section. This is the entire force available for all four battles. The Ork forces are pre-set, and are listed under each battle. You may change these forces to suit your collection, but this should only be done in consultation with your opponent and with his approval. Try to change like for like.

Before you begin, both players should read the entire campaign thoroughly. You will need Codex: Space Wolves, Codex: Space Marines and Codex: Orks to play this campaign.

*"...and I shall come, not matter what laws of life and death forbid.
At the end I will be there. For the final battle.
For the Wolftime."*

*— Last words of
Leman Russ*

BACKGROUND

In the year 981.M41 Wolf Lord Egil Skallagrimson is returning to Fenris with his Great Company on board the Strike Cruiser *'Sword of Morka'* after long service with Imperial forces, aiding in the cleansing of newly discovered worlds. *'The Sword of Morka'* came into orbit around the planet Adaric II, a little known backwater, occupied by primitive human savages. Skallagrimson planned to resupply with foodstocks and water from the world before moving on.

It had been one hundred years since any Imperial Missionary had passed this way, and in the meantime Adaric II had gained a new ruler. Orbital scanning revealed that an Ork force had invaded and enslaved the primitives. A detailed survey and reconnaissance revealed that Orks had set up garrison in the volcanic northern continent, with their power based around a mountain stronghold. Scanning revealed that the stronghold was defended by a large powerfield, and the Orks had constructed a large defence laser. The massive power for both was supplied from three generator stations, each harnessing the natural geo-thermal power of Adaric.

Skallagrimson planned an attack, to destroy the Ork presence and free the human savages. Once the planet was cleansed of aliens he would report its presence to the Adeptus Terra, and in time a missionary station could be established and Adaric II brought under the rightful protection of the Imperium.

SPACE WOLF COMMANDER'S BRIEFING

The four battles, which comprise the campaign, are as follows:

Target 1. Generator Station 1 – Temple Mountain

Target 2. Generator Station 2 – Into the Pit

Target 3. Generator Station 3 - Trembling Teeth

Target 4. Final Battle – Grashnak's Stronghold

The climax of the campaign is the Space Wolves' assault on Grashnak's stronghold. As it is enclosed within a protective forcefield and defended by a large laser emplacement the base is effectively invulnerable to direct assault.

Before the Space Wolves can attack the stronghold they must attempt to destroy the three generator stations that provide its power. The Space Marines plan is thus to destroy the generators in a series of simultaneous dawn raids. Once the targets are destroyed, the three attacking forces will meet at Grashnak's stronghold to crush the Ork garrison and kill the Overlord.

The first three battles form a prelude to the final battle. They can be fought in any order, but the results of one do not affect the others. Once these three battles have been resolved the assault on the stronghold can take place.

The Space Wolf commander has a complete army list for all the forces available to him. He should divide these forces into three detachments. Each detachment will attack one generator station. The commander may divide his forces in any way he likes, but individual units may not be split. He is not obliged to divide his force equally if he does not wish to.

If the Space Wolf commander wants to ignore one of the generator stations completely he may do so. His forces are then divided between the remaining two stations. If a generator is left intact then he must face the possibility that the powerfield will not be deactivated.

For example, the Space Wolf commander might choose to throw the bulk of his force against 1 target, and use only small forces to attack the other two. Or he might decide to split his force evenly between two stations and not attack the third at all.

The Space Wolf commander should write down which forces will attack which generator station.



THE SENSE OF URGENCY

Time is a crucial factor. The Space Wolves lack the resources for a protracted battle, so must strike fast and hard. They must overcome their targets quickly so as to converge upon the stronghold.

This is represented in the campaign by the imposition of a six turn time limit for each of the first three battles. The Space Wolves have six turns in which to achieve their objectives. This will give them time to rendezvous for the final assault.

If the Space Wolves take longer than six turns to destroy any of the generators then the detachment will arrive late (or not at all) for the final battle. All of the first three battles continue until the Space Wolves achieve their objective or are destroyed. The players should keep a note of how many additional turns pass. This will determine how late the detachment is for the final battle.

"What warriors of men can stand beside the Space Wolves! The Sons of Fenris they are, hardened in the forge of their harsh world, eager for battle and honour. They are grey warriors, ashen like the wolf, whose joy is to hear the clamour of steel amidst the din of war. None can step before them, they are the first, proud in strength and jealous in renown. Through the storms of the warp they come, upon the very tides of terror, but of such dangers they are uncaring. They are the Wolves of Space, the Undefeated, the bane of the Emperor's foes."

SPACE WOLF FORCES

The troops at your disposal are the remains of your Great Company. Much of your heavy equipment has been expended on crusade. What survives is too cumbersome to use in this lightning strike. All the forces will use drop pods to reach the planet's surface at a safe distance from the Orks before advancing to their objectives. Refer to Codex: Space Wolves for all stats and special rules.

CHARACTERS

Wolf Lord Egil Skallagrimson

Wargear: Mastercrafted bolt pistol, powerfist, chainsword (close combat weapon), Belt of Russ, Wolf Tooth Necklace, Wolf Pelt.

Rune Priest Harak Wartooth

Wargear: Bolt pistol, rune staff, runic armour.

Wolf Priest Einar Hardraada

Wargear: Plasma pistol, runic weapon, Wolf Pelt, healing potions and balms.

Iron Priest Thorveld the Black

Wargear: Bolter, Thunderhammer, Artificer Armour, Servo-Arm, 3 Thrall Bodyguards.

Venerable Dreadnought, Gotred the Craven

Equipped with Dreadnought close combat weapon with a storm bolter and a multi-melta.



SQUADS

5 x GREY HUNTER PACKS

Each consists of 9 Grey Hunters and is led by a Wolf Guard.

The Grey Hunters all carry bolters and a close combat weapon. One Grey Hunter carries a flamer, plasma gun or melta gun (player's choice).

The Wolf Guard carries a bolt pistol and a power weapon.

All have frag and krak grenades.



2 x LONG FANG PACKS

Each consists of 4 Long Fangs and a Pack Leader.

The Long Fangs are armed with 1 heavy bolter, 2 missile launchers and 1 lascannon.

The Pack Leader carries a bolter and a power weapon.



1 x BLOOD CLAWS PACK

The pack consists of 12 Blood Claws led by a Wolf Guard.

The Blood Claws are armed with close combat weapons and bolt pistols.

The Wolf Guard is armed with a bolt pistol and power weapon.

All carry frag and krak grenades. All have jump packs.



1 x WOLF SCOUT SQUAD

The squad consists of 5 Wolf Scouts.

They are armed with close combat weapons and bolt pistols. One Wolf Scout carries a power weapon.

All have frag grenades and melta bombs.



TARGET ONE: TEMPLE MOUNTAIN

ORK BRIEFING

You represent the forces of Ork Overlord Grashnak Armchewer. You have been assigned to garrison a geo-thermal generator station. The station is perched on the high slopes of a mountain, nicknamed 'Bulge's Head' (after a particularly pointy headed Ork). The only route to the station is via a narrow winding path from the south. This posting is tremendously dull! As a consequence only 20 Boyz, and five Mekboyz under the command of Nob Alug 'the Slug' have been posted here.

The generator housing is in an ancient building that the local primitive humans turned into a temple long ago. The compound is protected by a high wall on three sides and to the north the sheer cliffs of the mountain. There is an entrance into the compound to the south.

The temple building conceals a vertical anti-grav tube, which permits access to a subterranean control room. Only the five Mekboyz are allowed in here.

Your orders are simple. Defend the compound against hostile attacks.

ORK FORCES

ALUG 'THE SLUG' – ORK NOB

Wargear: 'Uge Choppa, Slugga, Attack Squig.

Unit 1: Shoota Boyz

The mob consists of 10 Boyz armed with shootas. One is armed with a Big Shoota.

Unit 2: Slugga Boyz

The mob consists of 10 Boyz armed with a slugga and choppa. One Boy is armed with a Rokkit Launcha.

Unit 3: Mekboyz(As Mekboyz Bodyguard)

The mob consists of 5 Mekboyz. They are armed with a slugga and choppa. One Mekboy has a Burna. One has a Cybork Body.

RUNNING THE GAME

No scenario special rules are used in this battle, except those listed below under Special Rules.

Set up the table as shown on the map.

The Ork player deploys his troops as described in Ork Dispositions.

The Space Wolf player takes the first turn. His forces enter via the 6" gap in the southern wall on Turn one.

ORK DISPOSITIONS

At the start of the game you must position the Ork forces as follows. The game starts just as the alarm has been raised.

Unit 1: Start the game inside Hut 1.

Unit 2: Start the game anywhere within 12" of Hut 2.

Unit 3: The five Mekboyz begin the game inside the temple.

Alug 'the Slug' starts the game inside Hut 1.

SPACE WOLF DISPOSITIONS

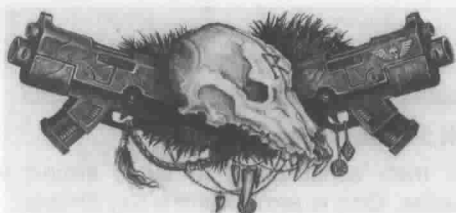
All the Space Wolves enter the board via the 6" gate in the southern board edge. As the track is very narrow only one Squad may enter a turn. Squads may enter in any order the Space Wolf player wishes. Remaining units may be brought on in subsequent turns.

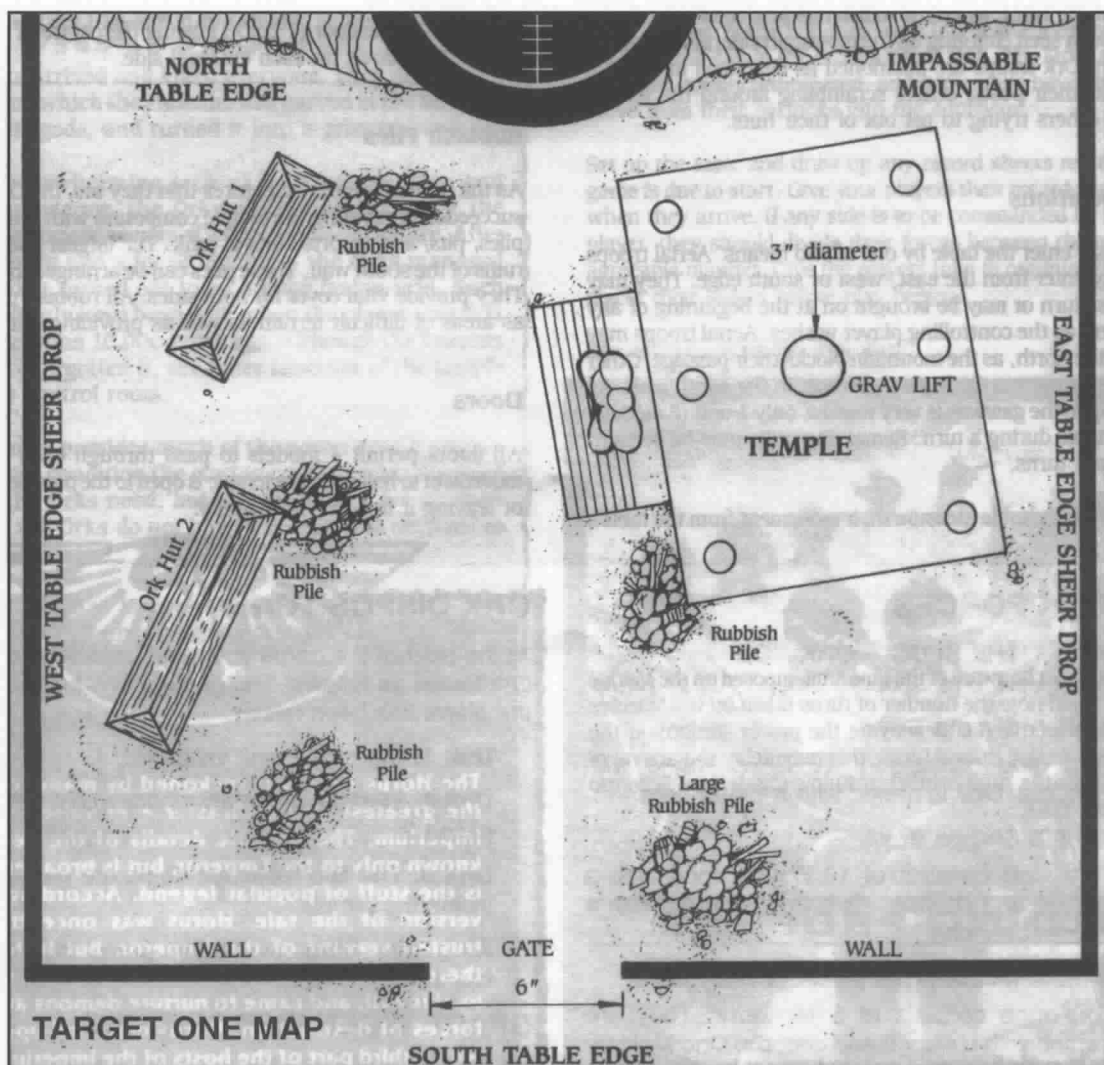
All troops entering the table measure their movement from the table's edge.

SPECIAL RULES

The Temple

The temple contains the generator equipment and controls. In the centre of the temple is a circular pit. This should be represented by a 3" diameter card marker. Any model moving onto the pit will sink slowly to a cavern beneath that contains the control room. The control equipment in the cavern has a Toughness of 5 and 3 Wounds. It may be attacked in close combat or fired at. Once the control equipment has been destroyed the generator will shut down.





TARGET TWO: INTO THE PIT

ORK BRIEFING

Your forces are a small team of Mekboyz and guards protecting one of Grashnak's three generator stations. The generator converts the extensive geo-thermal and seismic activity below the planet's surface into power for the Stronghold's defences. The titanic pressures below the surface sometimes build up, exploding through the rock to create almost bottomless pits. By blocking off pits in the area the Mekboyz have managed to divert pressure through a turbine.

Your orders are to guard the station and make sure it remains unharmed.

Until today everything has been going well, but suddenly you have problems...

Only minutes ago the alarms sounded. The Mekboyz have encountered a sudden rise in pressure. Unless it can be released soon the entire generator is going to blow! To make matters worse, you are also under attack!

ORK FORCES

Thrallgash - Big Mek

Wargear: Mega-Armour, powerclaw, slugga.

Unit 1: Shoota Boyz

The mob consists of 10 Boyz armed with

shootas. One is armed with a Big Shoota.

Unit 2: Shoota Boyz

The mob consists of 10 Boyz armed with shootas. One is armed with a Big Shoota.

Unit 3: Slugga Boyz

The mob consists of 10 Boyz armed with a slugga and choppa . One Boy is armed with a Rokkit Launcha.

Unit 4: Mekboyz (as Mekboyz Bodyguard)

The mob consists of 5 Mekboyz. They are armed with a slugga and choppa. One Mekboy has a Burna. One Mekboy has a bionik arm.

RUNNING THE GAME

Set up the terrain as shown on the map.

Deploy the Ork forces as described in Ork dispositions.

The Space Wolves take the first turn. They enter from the southern board edge.

ORK DISPOSITIONS

At the start of the game the Orks must be positioned as follows:

Unit 1: Inside Hut 1.

Unit 2 : Inside Hut 2.

Unit 3: Anywhere within 12" of Hut 2.

Unit 4: Inside the generator building.

Thrallgash: Inside the generator building.

SPACE WOLF DISPOSITIONS

All the Space Wolves enter the table from the southern board edge on Turn 1. They measure their movement from the table edge.

SPECIAL RULES

Generator Explosion

Seismic pressure has built up to massive levels. The generator is on the verge of exploding when the Space Wolves attack. At the end of every Ork turn the Ork player should roll a dice and keep a running total. When the total reaches 20 or more the generator has gone critical and explodes!

When the generator explodes, all models inside the generator building are killed. Any model with 24" of the generator building must make a basic saving throw or be killed.

Averting the Explosion

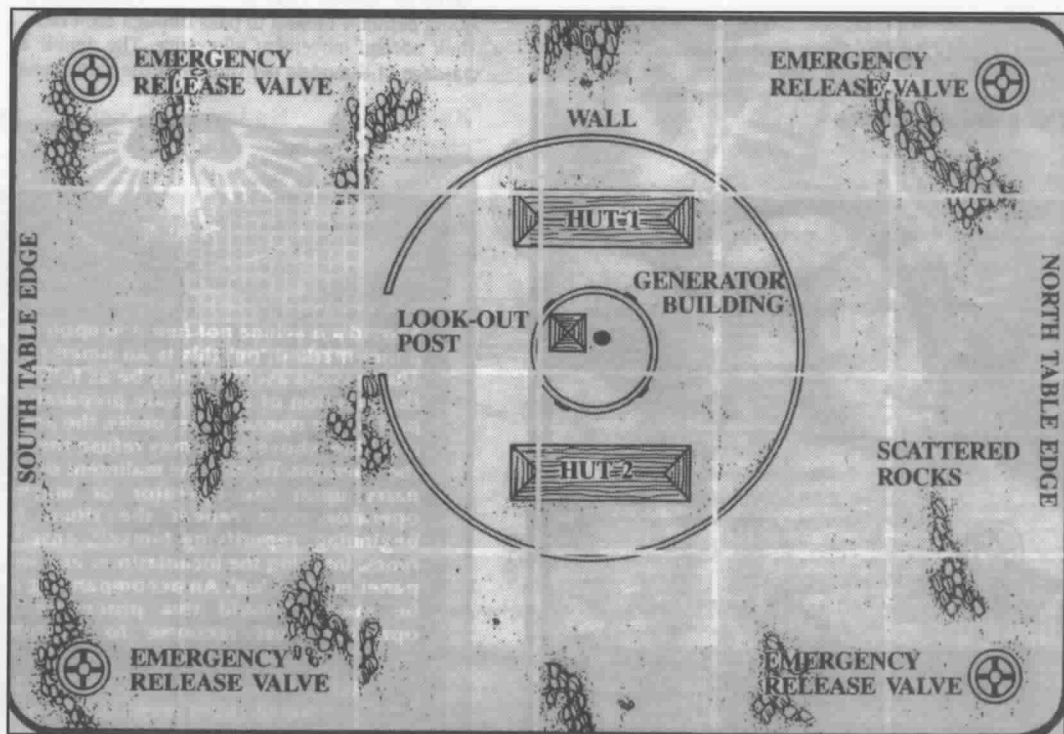
The Orks may attempt to avert the explosion by releasing pressure through the emergency release valves. For each valve opened the pressure total is reduced by 1D6. Once all four valves are opened the pressure automatically drops to zero and the generator is saved.

To open a valve an Ork must remain in contact with it for an entire turn. In this turn he can do nothing, he may not move or fire. Any Ork can open a valve.

The Generator Building

If the generator building is destroyed then the Space Wolves win. The generator building can be attacked as if it is a bunker (see Scenario special rules in the Warhammer 40,000 rulebook). It has an Armour value of 12 all round.

TARGET TWO MAP



TARGET THREE: TREMBLING TEETH

ORK BRIEFING

The generator station you have been ordered to guard is located in an area called Trembling Teeth, a stone forest of awesome rock formations, lava pits and dense shrouding mists. The station is very important but recently raids by primitive human renegades have threaten to destroy it. The garrison has been strengthened for extra security.

Your orders are to guard the station compound against hostile attacks. The generator towers in the centre of the compound are important to Grashnak's stronghold defence.

ORK FORCES

Kalug da Spanner – Big Mek

Wargear: Heavy Armour, Kustom mega blasta

Unit 1: Shoota Boyz

The mob consist of 10 Boyz armed with shootas. One is armed with a Big Shoota.

The mob is led by a Nob, armed with a choppa and a Shoota.

Unit 2: Shoota Boyz

The mob consist of 10 Boyz armed with shootas. One is armed with a Rokkit Launcha.

Unit 3: Slugga Boyz

The mob consist of 10 Boyz armed with a slugga and choppa . One Boy is armed with a Big Shoota.

The mob is led by a Nob, armed with a choppa and a slugga.

Unit 4: Slugga Boyz

The Mob consist of 10 Boyz armed with a slugga and choppa . One Boy is armed with a Burna.

12 Gretchin Sentries

RUNNING THE GAME

This scenario uses the Sentries scenario special rules from the Warhammer 40,000 rulebook.

Set up the terrain as shown on the map.

The Orks are positioned as described in Ork dispositions.

The 12 Gretchin sentries are placed anywhere on the table.

The Space Wolves deploy all their forces.

The Space Wolves take first turn.

ORK DISPOSITIONS

At the start of the game the Orks must be positioned as follows. They suspect nothing and are not permitted to move until the alarm is raised by their Gretchin sentries.

Unit 1: Inside Hut 1.

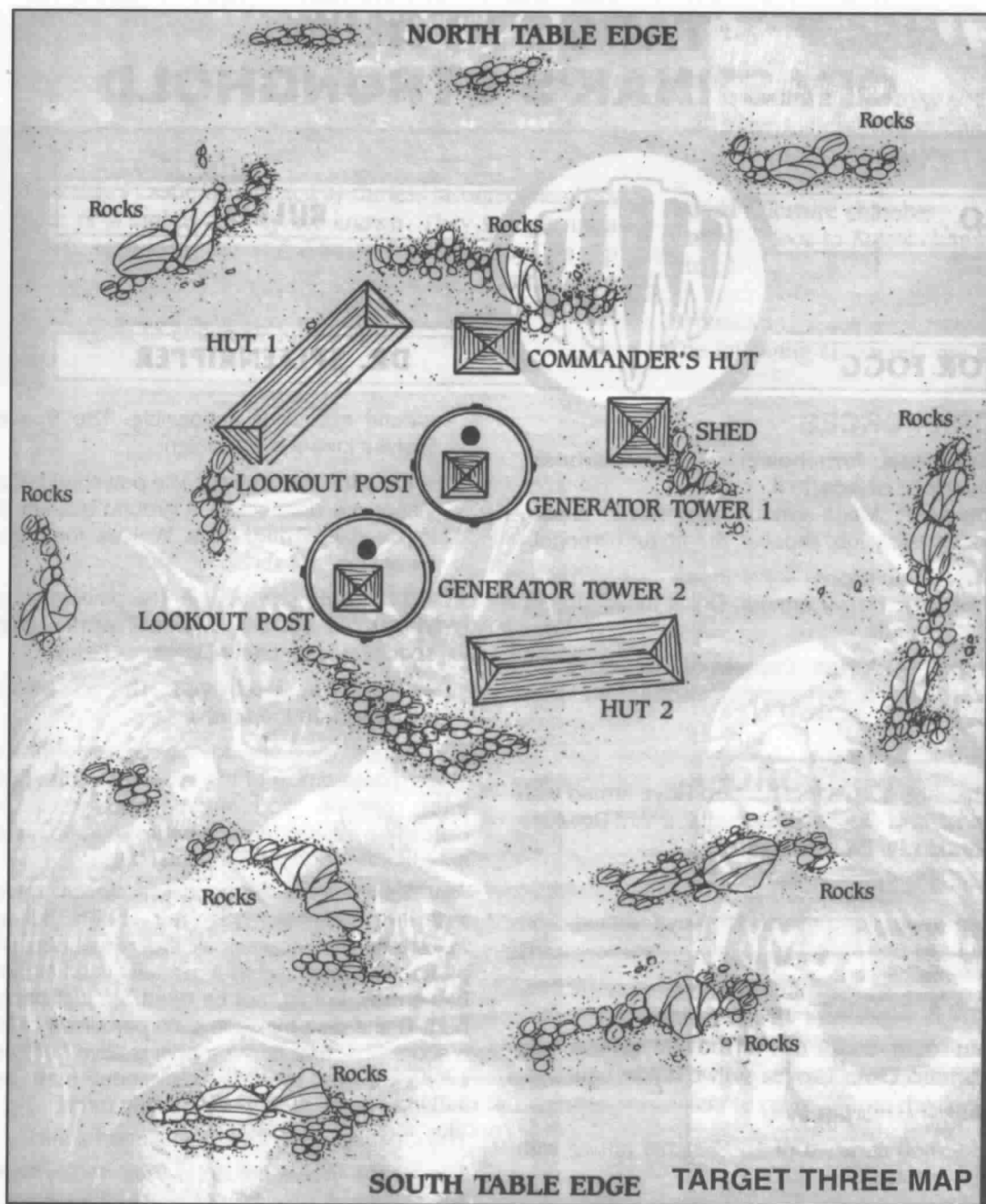
Unit 2: Inside Hut 1.

Unit 3: Inside Hut 2.

Unit 4: Inside Hut 2.

Kalug da Spanner. Inside the commander's hut.





SPACE WOLF DISPOSITIONS

All the Space Wolves are deployed within 6" of any table edge. They have the station surrounded and are approaching from all directions.

SPECIAL RULES

Sentries

See the Warhammer 40,000 rule book for the sentries special rules.

Lava Pits

The ground around Trembling Teeth is extremely hazardous. Each time a squad of

either side moves roll a D6. On a 6 one member of the squad has fallen through the rocks into a lava pit. They must make a basic save or be killed. The players whose squad is affected can pick which squad member is affected. A squad does not have to roll if it remains stationary.



TARGET FOUR: GRASHNAK'S STRONGHOLD

ORK BRIEFING

You are aware that your forces have been under attack since this morning. The generator stations which provide your stronghold with power have been attacked by cursed Space Marines. The power which keeps the defensive force field in place has been deactivated.

It is now early evening and your stronghold has been fired upon by the Space Marine's orbiting vessel. You believe the enemy are preparing an assault, and all your remaining Boyz have been gathered in defence.

ORK FORCES

Grashnak Armchewer – Ork Warboss, Overlord of Adaric II

Wargear: Mega-armour, powerclaw, shoota with Kustom job: shootier, Ammo runt, Irongob.

Doc Spleenripper – Painboss

Wargear: Heavy armour, Dok's tools, slugga, Grot Orderly.

Rulko – Ork Nob, Captain of the Guard

Wargear: 'Eavy Armour, Kombi weapon: shoota/skorcha

Unit 1: 'Ard Boyz

The mob consists of 10 'Ard Boyz armed with shootas or slugga and choppa. 2 'Ard Boyz are armed with Big Shootas.

Unit 2: Slugga Boyz

The mob consists of 15 Boyz armed with sluggas and choppas. One is armed with a Big Shoota.

Unit 3: Shoota Boyz

The mob consists of 15 Boyz armed with shootas. One is armed with a Rokkit Launcha.

Unit 4: Gretchin Mob

The mob consists of 15 Gretchin armed with grot blastas.

The mob is led by a Slaver, with a shoota.

Unit 5: Warbuggies

Two Warbuggies armed with twin-linked Big Shootas.

Unit 6: Da Dreadnought

Armed with two Dreadnought close combat weapons, a rokkit launcha and a big shoota.

RUNNING THE GAME

This battle is slightly more complex than the preceding three. The game plays differently depending on how many of the generator stations have been destroyed.

- **all stations still operative:** The powerfield and lasers are unaffected. A

ground assault is impossible. The Space Wolves lose the campaign.

– **1 station destroyed:** The powerfield and lasers are unaffected. A ground assault is impossible. The Space Wolves lose the campaign.

– **2 stations destroyed:** The powerfield is inoperable but the laser still works. See special rules – Laser Defences below.

– **3 stations destroyed:** The powerfield and laser are inoperable.

The troops available to the Space Wolves player compromise of the survivors of the first three games. You must keep track of casualties caused in each battle so as to have an accurate record for the final battle.

Any Space Wolf personalities which have suffered wounds but not been killed automatically recover all their wounds. A personality removed as a casualty in an earlier battle may, in fact, not be dead but just badly hurt. Roll a dice for each slain personality. On a score of 4, 5 or 6, the model is alive but has only a single wound. The model may be included in the stronghold assault force.

The Orks set up in their deployment zone.

The Space Wolf set up in their deployment zone.

Roll for the Ork Laser attack (if the laser still operable).

Space Wolf player rolls for Preliminary Bombardment (if available).

Roll a dice. The player that rolls highest takes the first turn.

The game lasts for six turns.

The Space Wolves objective is to kill Grashnak. If Grashnak is killed within six turns then the Space Wolves win the campaign. If they fail to kill Grashnak then the Orks win.

ORK DISPOSITIONS

The Ork force are placed anywhere in their deployment zone.

The Space Wolves are placed in their deployment zone. Any Space Wolf detachments which took longer than six turns to destroy their generator station are not deployed at the start of the game. See Space Marine Arrival special rules.



Laser Defences

The stronghold is defended by a large laser. If it is still operable when the Space Wolves attack then the Ork player may use it to fire at any one Space Wolf unit deployed on the tabletop.

After deployment the Ork player may pick a unit as the target. The Ork player rolls 1D6. On a result of 6 it misses altogether and no damage is done. Any other result is the number of Space Wolves killed by the blast. No armour save is allowed. The Space Wolf player can choose which models to remove. The laser can only fire one shot, it must be recharged.

If the laser defences are operable then they will also be used against the Space Wolf ship in orbit, forcing it to withdraw out of range. The Space Wolves cannot use their Preliminary Bombardment if the laser is working.

In preparation for their evening assault the '*Sword of Morka*' moves into position above the Stronghold and opens fire. The orbital bombardment means the Space Wolf player may use the Preliminary Bombardment scenario special rule as described in the Warhammer 40,000 rulebook.

If the laser defences have not been knocked then the '*Sword of Morkai*' cannot risk getting into range and the Space Wolves do not get their Preliminary Bombardment.

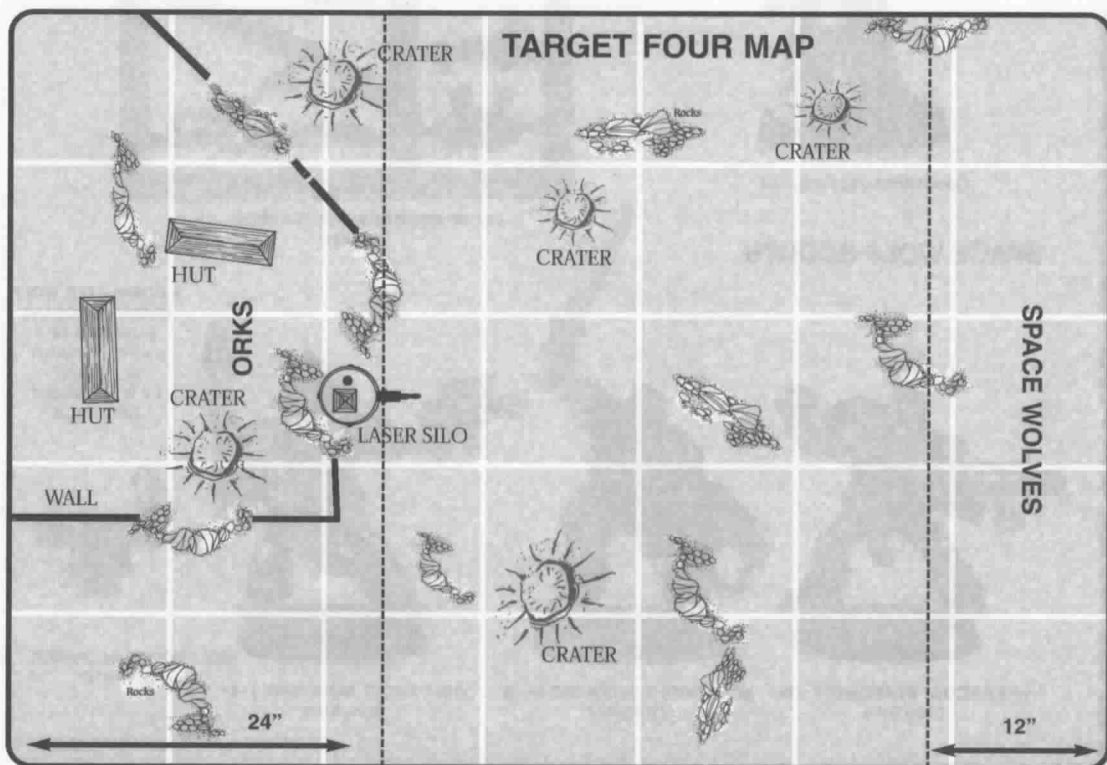
Space Marine Arrival

If a detachment achieved its objective within six turns they may be deployed at the start of the game. If the detachment took longer than six turns then it will arrive late for this battle.

The roll needed for the late detachment to arrive is listed below. Roll at the start of each Space Wolf turn, starting on Turn 2. The new arrivals move on from their board edge.

Number of additional turns required	Die roll required taken to achieve objective
1	2+
2	3+
3	4+
4	5+
5+	6

It is possible for a late detachment not to arrive at all!



Space Wolf Archive Range

Included on these pages are Space Wolf models that are no longer available in stores but can still be purchased in the archive section of Mail Order.

LONG FANGS



SPACE WOLF
LONG FANG 1 – £2
010101502



SPACE WOLF
LONG FANG 2 – £2
010101503



SPACE WOLF
LONG FANG 3 – £2
010101504



SPACE WOLVES
LONG FANG SERGEANT – £4
010101501



LASCANNON – £2
010100905



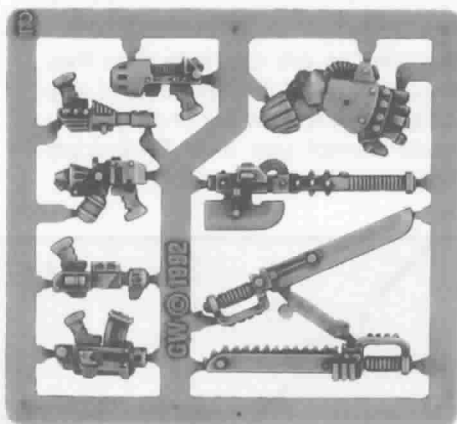
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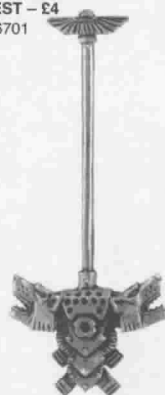
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IMPERIAL ARMOUR

PHOENIX BOMBER

Experimental rules by Warwick Kinrade

Forge World's latest release is the final piece in the Eldar's air supremacy, the Phoenix Bomber, a ground attack specialist. Here are the rules to include the Phoenix in your games.

USING THE PHOENIX BOMBER

To a Warhammer 40,000 Eldar player, the Phoenix is perhaps the most tempting of the three aircraft, purely for its heavy armament. Whilst a Nightwing is a great interceptor and can launch ground attacks, the Phoenix is able to attack any target with a good chance of success. Whether it is tank hunting or infantry suppression there is nowhere to hide from aerial attacks, and cover is little protection. The big advantage for you is that you can always attack the biggest threat to your victory.

Of course the threat of aerial attack will be enough for your opponent to invest in anti-aircraft weapons. So you can play the bluff, double bluff game. Will you include it or not!

My previous works neglected to mention the Eldar Phoenix Bomber. This aircraft completes the Eldar's dominance of the skies. The Nightwing is primarily an interceptor, capable of dog fighting at high speeds and feats of aerobatics unmatched by our blessed Emperor's vessels. The Vampire Raider is a transport aircraft, whilst still swift and manoeuvrable, its primary mission is the safe insertion of ground troops into a combat zone.

The Phoenix Bomber is a ground attack and support aircraft, heavy armed with an array of weapons for engaging different targets, so is highly versatile. The shuriken cannons are used against infantry targets or for self defence against interceptors. Its centre line mounted pulse laser is its main weapon against armour targets, whilst the wing mounted missile launchers give extra firepower against any target, including hard targets and well dug in infantry in cover.

It has been noted that the Phoenix lacks the swept wing design of the Nightwing, meaning it lacks the very top speed, but with Nightwings covering their attack runs and the Eldar's mysterious knowledge of anti-gravitic engines means a Phoenix is still capable of out running or evading most Imperial interceptors.

These fearsome triplets, working together, provide the Eldar with air superiority over almost all the battlefields they choose to fight on.

Emperor preserve us.

Venerated Muntions Adept Albo Bede.
From – A guide to the Eldar Art of War, volume two

"I had heard many rumours of the horrors of the mysterious Eldar. Of fire-clad daemons no weapons could harm. Of power-wreathed psykers who can tell your fortune and forecast your doom. Of winged warriors falling from the sky like rain and tall guardian warriors powered by the spirits of the dead. None concerned me. None held any terror for a faithful servant of the Emperor with the might of the Imperial Guard at his command. None save their aircraft. When fighting the Eldar, watch the skies..."

From the Memoirs of Lord Commander Morcar

PHOENIX BOMBER

	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	353	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, a pulse laser under the fuselage and twin-linked, gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Phoenix Bomber is a Heavy Support choice for an Eldar army.

SPECIAL RULES

(see Flyers rules in the Imperial Armour book and Imperial Armour book II)

Eldar Field:

The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Twin-linked Gatling Missile Launcher:

The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The plasma missile templates must be placed touching the first using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast

A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

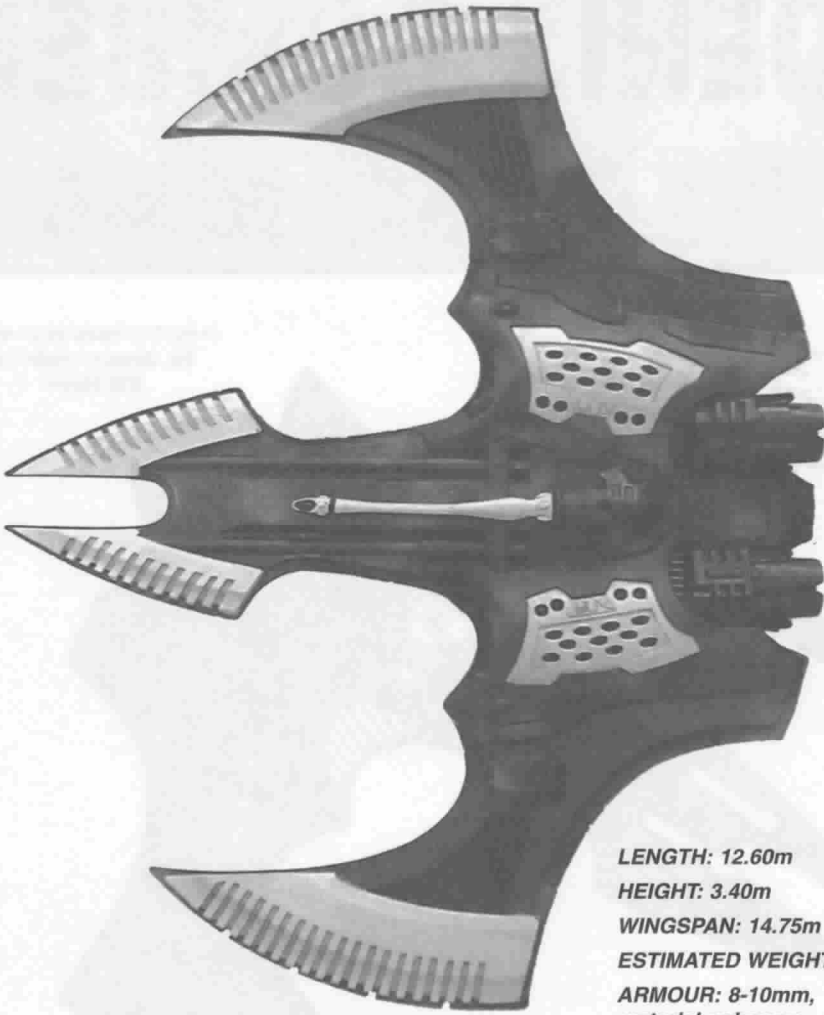




Classified



*Phoenix Bomber identified as belonging to Aliatoc Craftworld,
part of the Pharthax II Interdiction force.*



LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 8-10mm,
material unknown

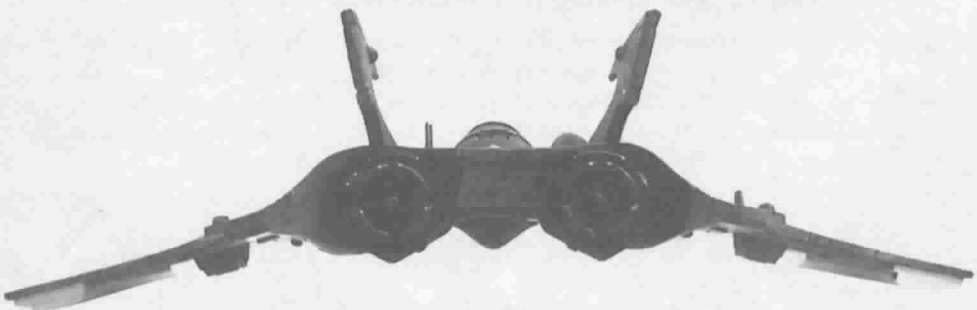
MAXIMUM RECORDED SPEED:
3100kph

CREW: 1 pilot, 1 navigator

ARMAMENT: twin-linked shuriken
cannons, twin-linked Eldar missile
launchers, 1 x pulse laser.

MAIN AMMUNITION: Unknown

PAYLOAD: Unknown



PHOENIX BOMBER

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR

IMPERIAL
ARMOUR



Complete multi-part resin
kit. Master model by
Will Hayes



Code: LAE008
Price: £55
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HOW TO ORDER PHOENIX BOMBER

The Phoenix Bomber shown is part of the exciting range of Imperial Armour models available from Forge World.

If you want to know more about the Imperial Armour range of kits send an SAE (or two IRCs) to: Imperial Armour, Forge World, Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS, UK or visit the website at:

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Write to us at the usual address with your questions or opinions.
This issue Warwick takes a look at your letters.

HARLEQUINS GOOD!

Hello all,

A big thank you to the guys at Fanatic for the update on the Harlequins list. The inclusion of a Wraithlord is especially welcomed. Although the idea has caused a lot of controversy in our web group :

(<http://groups.yahoo.com/groups/harlequinsgroup>), at least people now have a choice of whether to include one in their army or not. As for Mimes – wow, cool, in fact brilliant!!!

But...

Why was there only a couple of pages in CJ44? The original army list in CJ39 was very good but extremely limited. This update could have been the ideal place to expand it. Wargear for example, whatever happened to the Harlequins Pack Grenade Launcher? And ELITES. Instead of re-printing Death Jesters (with a couple of extra options) the space could have been better devoted to something new like Harlequin Warlocks or even Benathai. And since these are all experimental rules you could have put in Masques to see what people thought of them.

My biggest ray of light in the entire article, however, was a sentence in the opening paragraph:

"Most importantly let us know if we should consider using them in the final version."

Yes, you should use them!!!

There's going to be a final version of the codex? When? Please tell us.

DubhGlas

LOOT

In 40k what Imperial Armour vehicles can Orks loot?

Robert de Bilde

Any Chimera variants, Salamanders, any of the Leman Russ variants, Thunderer, Destroyer, Banekblade and Shadowsword, Sentinel Powerlifter, Trojan, Hydra, Manticore and Medusa. The usual rules about converting it to look Orky and reduced BS still apply.

HARLEQUINS BAD!

In my opinion the Eldar Wraithlord is already under pointed, adding an invulnerable field for 20 pts is stretching things, causing fear and halving an opponent's WS as well is taking the ****!

I can't see a holofield being much use for something so large, and shooting the thing is almost the only way to kill it for most armies.

Such a unit (if kept with the same abilities) should cost something around the order of 50 points minimum. It's much harder to kill than any Land Raider and while it cannot shoot as well, it more than makes up for this in what it can do in close combat.

Michael Major

ENTHUSED

Jervis & the Team

Excellent newsletters. I love the insights into the thinking processes. The whole Fanatic project is superb. I've been a 'fallow' GW player for 3 or 4 years, but the Fanatic stuff, websites, magazines and letters have got me enthused again (and buying product!).

This has spun off to my son who has started collecting and messing-up-the-painting-of a Lizardman army. I hope the bosses at GW realise what a good job you're doing.

Regards

Tim Stephenson

Fanatic's monthly newsletter is written by Jervis and keeps everybody up to date with what's happening in the Fanatic office. You can subscribe at www.fanatic-games.com.

NOTHING SHORT OF BRILLIANT

Hello Fanatic

In the last part of this month's newsletter Jervis Johnson wrote a rather long article about how to solve rule disputes during a game. He asked whether articles like that should be put in White Dwarf or the Citadel Journal. Personally I think that kind of articles are very important to the wargaming hobby, as they discuss the most important part of the hobby – the social part.

The major part of articles in both WD and the CJ are either about the virtues of one of the games (or the miniatures that go with it), or about how to maximise your chances of winning in said game. Articles which take a step away from the 'game-world' (for lack of better word) and looks at the gaming-situation around the table are in my opinion most welcome, not least because they most of the time, are relevant for all players, no matter what game they are playing. What this leads to is, that I would very much like to see this kind of article in either WD or the CJ. With this said however, I do like the newsletter as an additional medium for conveying thoughts about the hobby. So keep up the good work Jervis Johnson!

With regards to 'Johnson's Razor' I must say that it is rather a brilliant way of solving the problems, especially since it dispenses with all

the usual arguments, which most often refer to army background and realism.

The way of developing games and rules which is used by Fanatic is nothing short of brilliant, and one I hope will be used even if you should one day get the resources to develop games the 'studio-way'. Rules developed in the studio seems to suffer from the fact that the environment in the studio is almost like a protective cocoon around the rules, this is fine as it allows rules to slowly mature and be worked on before they are exposed to the harsh climate of the gaming groups around the world. When the rules are thus exposed, the cracks will soon start to show, but the rules from the Studio then suffer from the fact that it is very hard to change the rules, since they aren't experimental rules, but already official and printed in many thousands of books.

The "Fanatic-way" suffers from the fact that the rules aren't very matured when they reach the gaming groups, and thus some of the rules are rather brutally abused, but this doesn't really matter, as they are experimental rules, and will be amended and all the stronger for the experience. Furthermore, I find it most rewarding that instead of spending a lot of time discussing rules with other gamers which often leads no further than you discovering how much you agree on certain points and house rules, you can now actually change the rules at the source, much more satisfying.

So, thank you very much for the work you guys at Fanatic put into the games we all love, keep it up.

Best regards from

Morten E J Jensen, Denmark

JOURNAL GROWS UP

Do not change anything at least for the next few month. Let us believe that the Journal has finally grown into what it always pretended to be, a 'magazine for the dedicated WH, 40K & BB players'. I have been reading this magazine since the spring '84 edition - yup at that time it hadn't any numbers, but marvellous paper scenery for your Warhammer battlefield - and there are only a few issues that I still really like. For example issues 6, 7 & 8 for its Warhammer Norse army list, or 10 & 11 for its Epic/40K Mega Wars and 40K do-it-yourself paper Thunderhawk! Issue 45 is definitively worthy to be mentioned with those.

Domenico Renzi

P.S. I nearly got sentimental when I saw Thrud. Please reprint his gorgeous comic strips.

Your wish is our command. Check out the inside back cover.

VDR AND IA

At one point in the VDR rules, Jervis says that the points you will pay for a VDR creation will

be high compared to a 'stock' vehicle. For example, a Codex Rhino costs 50 points whereas as a VDR Rhino costs 80 points. Jervis claims this discrepancy is to reward people for taking standard vehicles that may not be suited towards the task at hand. If you want to tune a vehicle towards a specific goal then you should expect to pay a premium.

Ok, still with me ?

Along comes Imperial Armour 1 & 2. Within are a variety of 'Standard' vehicles. As far as I know these vehicles are official. Funny thing is that when you compare the points values of these standard vehicles to the points values of an identical vehicle generated with the VDR then you discover that the two values are very close.

Now, my question is this ... don't you think that the IA vehicles are over priced? You seem to be paying a premium in points and being stuck with a non-customisable vehicle.

For example, say you want to use an Eldar Nightwing...

The IA version has a twin-linked Brightlance, a twin-linked Shuriken Cannon and an Eldar field providing a 4+ save all round. The points value comes in at 287. Now, if I were to build this flyer using the VDR then I would not include the field as 100 points is a lot to protect the aircraft. However, if I were to stick to the letter of the law then I could not elect to use my VDR version as it is not distinct enough from the Standard IA Nightwing.

I know that ultimately it is up to the gaming group you play with but I am curious to see what you think ...

Cheers, Chris Such

IA vehicles aren't over priced. They are created with the VDR, and that gives us a standard, a level playing field so we know that they are compatible with each other, and any other vehicles players create themselves. It's fairer this way. If it means you don't quite get the exact vehicle you want, and can't then use the Forge World Nightwing model to make your own VDR Eldar flyer then (to me) this is also a good thing. The point of VDR isn't to allow players to create vehicles optimising weapons and armour values to make 'game winners' at the best points values they can, but to allow players to use their cool models.

As I've said before, Imperial Armour vehicles aren't always the best choice for competitive tournament-style gaming. For this style of game you'd often be better off with Codex stuff. The real advantage of Imperial Armour stuff is you get a great model which you can enjoy making and painting. Modelling is an important part of the hobby too. Most wargamers spend far longer modelling and painting than they do playing.

WARHAMMER

Night Goblin Hordes

By Rick Priestley and Jake Thornton

Though the majority of Goblins live in open areas, some make their home in the cool, dark tunnels beneath the mountains of the Old World. In adapting to life underground, these Night Goblins exploit anything they can get their scrawny little hands on, from toxic fungi to monstrous Cave Squigs, and make a vicious and unpredictable foe with more than a few tricks up their black, ragged sleeves.

Night Goblins raise special subterranean fungi deep beneath the mountains in their cool damp caves. They cultivate many types of fungus and are always searching for new ones to experiment with. Some fungus is used as food for the Night Goblins and their strange animals, but many are grown for their hallucinogenic or intoxicating properties or because they affect the Goblin's metabolism in some other way. These fungi are traded with other Goblins for weapons and many of the other items that Night Goblins need. Night Goblin shamans are expert at

identifying, growing and using fungi, and they grow many special strains to use as poisons or even weapons!

When the Night Goblins prepare for battle they brew huge quantities of fungus beer to bolster their courage. Some brews are even known to cause anger and rage, making the Goblins fiercer and ultimately, a more dangerous foe. Some fungus beers may just as easily cause constipation!

When the time is right, Shamans pick the special fungus and make the vile brew which sends the Fanatics crazy and turns them into uncontrolled whirling maniacs.

Night Goblins and Dwarfs have a long standing enmity for one another. Ever since the fall of the Dwarf empire the Night Goblins have infested the ancient Dwarf halls, plundering and destroying all that the Dwarfs have built.

Waaagh Skarsnik

After the collapse of the Dwarf empire almost three and a half thousand years ago the Dwarf stronghold at Karak Eight Peaks lay in ruins. Its deep caverns and tunnels were taken over by Night Goblins and Skaven. Deeper still, nameless horrors crawled into the old Dwarf mines and settled into the long abandoned depths. Within a few years of Karak Eight Peaks' fall the Night Goblins had settled permanently in the ruins and split into many tribes based around the adjoining mountains and the tunnels that ran beneath them.

Although the Dwarfs often tried to recapture Karak Eight Peaks they did not succeed until around the imperial year 2470, when Belegar established a fortified bridgehead in the old citadel. Though the Dwarfs were forced to live in a virtual state of siege, they gradually managed to clear the Night Goblins out of the upper levels.

To this day Belegar's Dwarfs face constant raiding by the Night Goblin tribes that live in the surrounding eight peaks of the old Dwarf kingdom. The most powerful of these is the Crooked Moon tribe under its leader Skarsnik.

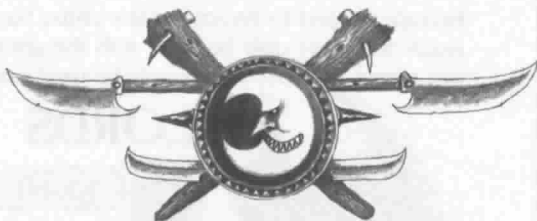
The Night Goblin Skarsnik has been the bane of the Dwarfs of Karak Eight Peaks since their arrival. Over the years he has amassed a large collection of Dwarf beard scalps which he displays on long wooden stakes driven into the mountainside. The Dwarfs are forced to watch the number of beard scalps grow day by day, while by night the pounding war drums of the Night Goblins and the screaming of captives, deliberately tortured within earshot of the citadel's walls, haunts their sleep. Skarsnik's fame has grown amongst the other tribes, and today all the Night Goblins of Karak Eight Peaks and many more besides, hail him as their undisputed leader.

About forty years before the present day Belegar attempted to break the deadlock with aid from the north. He sent word to the Dwarf capital of Karaz-a-Karak asking for aid. The Dwarfs immediately gathered an army and marched southwards along the western flank of the mountains. The relief force of Dwarfs led by Duregar, a kinsman of Belegar, decided to cross the Worlds Edge Mountains and move south along the eastern edge, entering from what he hoped would be the more lightly held eastern gate.

While crossing the mountains via Mad Dog Pass the Dwarfs were attacked by a large force

of Orcs and Goblins in what was to become known as the Battle of the Jaw. Duregar and his kinsman successfully beat off the greenskin horde but had taken a lot of casualties. With typical Dwarf determination they continued on and headed for the eastern gate of Karak Eight Peaks.

The East Gate lay several miles in a deep mountain gorge known as Death Pass. The Dwarfs advanced in battle formation fully expecting an attack. They were not disappointed and as they pressed forward the Night Goblins sprung from their hiding places and completely surrounded the Dwarfs. The Battle of East Gate was bloody and fierce.



The Night Goblins led by Skarsnik were there in countless numbers, all expendable in Skarsnik's eyes. The Dwarfs, typically stubborn, refused to give in even though casualties were mounting. Duregar took his stand on an ancient Dwarf burial mound within a stone's throw of the citadel. It was then that a loud explosion emanated from the East Gate and the Dwarfs of Karak Eight Peaks charged out of the smoking ruins.

The Night Goblins were temporarily thrown into disorder as the Dwarfs charged into the rear of their army. The two Dwarf forces managed to meet up, and forming a solid core of troops, marched back into the citadel – many Dwarfs dying as they did so.

Although not as catastrophic as it might have been, the Battle of East Gate was a resounding defeat for the Dwarfs. Over half of the Dwarf force had been slain and although Skarsnik had lost many good warriors they were losses he could easily afford. The Dwarf army was bottled up inside the citadel and was not going anywhere. Skarsnik had other enemies to crush, and would launch huge attacks against Karak Azul, Barak Varr and throughout the Badlands over the course of the next three summers. Gobbla, his hugely bloated and eternally hungry Cave Squig would feed well. Although repulsed time and time again, Skarsnik's power continues to grow even today, and his grip over the mountains around Karak Eight Peaks is just as tight.

NIGHT GOBLIN ARMY LIST

The Night Goblin army list follows all the rules for army selection given on page 34 of the Orc & Goblin army book. Night Goblins suffer from Animosity, Fear Elves and Hate Dwarfs as described on page 13 of the Orc & Goblin army book. Rules for all the creatures in this list can be found from page 14 onwards in the Orc & Goblin book.

'XTRA SHINY STUFF

FUNGUS BUSTER BREW: 70 pts. Night Goblins only

Derived from Mad Cap Mushrooms, when drunk this brew can send a Night Goblin into a psychopathic frenzy. Of course it may just give them diarrhoea!

At the beginning of your first turn the character and the unit he is with drinks the brew. Roll a D6. On a 1 the brew has gone off and D6 Goblins become constipated. They are removed from the unit and treated as casualties, the brew has no further effect. On a 2+ the Goblins and character become subject to Frenzy for the entire battle (subject to the usual rules for losing Frenzy). This magic item may only be used with the army list below. Only one character in the army may have this magic item and it may only be used once per game.

LORDS



NIGHT GOBLIN WARBOSS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin Warboss	4	5	3	4	4	3	5	4	7

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+6 pts) or a great axe (+6 pts).
- May wear light armour (+3 pts), and may also carry a shield (+3 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules

Fear Elves; Hate Dwarfs.



NIGHT GOBLIN GREAT SHAMAN

Points/model: 160

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Great Shaman	4	2	3	3	4	3	3	1	6

Weapons: Hand weapon.

Magic: A Night Goblin Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29 of the Orc & Goblin book).

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules

Fear Elves; Hate Dwarfs.

HEROES



NIGHT GOBLIN BIG BOSS*

Points/model: 30

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Big Boss	4	4	3	4	4	2	4	3	6

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts) or a great axe (+4 pts).
- May wear light armour (+2 pts), and may also carry a shield (+2 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules

Fear Elves; Hate Dwarfs.

Big Bosses are best used to lead individual units on the battlefield, adding their extra attacks and perhaps a magical weapon to the biting power of the mob's charge.



NIGHT GOBLIN SHAMAN

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Shaman	4	2	3	3	3	2	3	1	5

Weapons: Hand weapon.

Magic: A Night Goblin Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28 of the Orc & Goblin book).

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules

Fear Elves; Hate Dwarfs.

Shamans are poor fighters and often fight alongside, but not in units. This means that they can avoid enemy missile fire whilst also steering clear of close combat.

*BATTLE STANDARD BEARER

One Big Boss in the army may carry the Battle Standard for +25 pts.

The Battle Standard Bearer cannot be the army's General even if he has the highest Leadership value in the army.

The Battle Standard Bearer cannot choose any non-magical equipment, except for light or heavy armour as appropriate. He may be mounted as normal.

The Battle Standard Bearer can have any magic banner available to the Night Goblins (no points limit), but if he carries a magic banner he cannot carry any other magic item.



CORE UNITS

Your army may include any number of Night Goblins. One unit of Night Goblins may carry a magic banner worth up to 50 points.

Stickas are Night Goblins armed with bows. They will usually be in slightly smaller mobs and fan out around the flanks of the army firing at the enemy as it advances.



NIGHT GOBLINS

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Night Goblin Boss	4	2	3	3	3	1	3	2	5
Fanatic	2D6	Special		5	3	1	3	D6	10

Unit Size: 20+ (not including Fanatics).

Weapons and Armour: Hand weapon & shield.

Options:

- Any unit may either be equipped with spears for +1 pt/model.
- Up to one quarter of the unit may be equipped with nets in addition to their other weapons for +2 pts/model.
- Any unit may conceal up to 3 Fanatics (+25 pts/Fanatic).
- Upgrade one Night Goblin to a Musician for +4 pts.
- Upgrade one Night Goblin to a Standard Bearer for +8 pts.
- Promote one Night Goblin to a Night Goblin Boss for +8 pts.

Netters and Fanatics cannot be upgraded to Standard Bearer or Musician, or be promoted to a Boss.

Special Rules

Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters.



NIGHT GOBLIN STICKAS

Points/model: 3

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Night Goblin Boss	4	2	3	3	3	1	3	2	5

Unit Size: 10+

Weapons and Armour: Hand weapon & short bow.

Options:

- Upgrade one Night Goblin to a Musician for +4 pts.
- Upgrade one Night Goblin to a Standard Bearer for +8 pts.
- Promote one Night Goblin to a Night Goblin Boss for +8 pts.

Special Rules

Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters.



0-1 SNOTLING SWARM

Points/base: 25

	M	WS	BS	S	T	W	I	A	Ld
Snotling base	4	2	0	2	2	3	3	3	10

Unit Size: 2-10 bases.

Weapons and Armour: None! Any odd bits of bone, sticks, rusty knives and rocks they carry are not considered to amount to weapons.

Special Rules

Horde; Unbreakable; Nobody Cares.



NIGHT GOBLIN SQUIG HERDS

Points: See below

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Squig	2D6	4	0	5	3	1	3	2	3

Points Cost:

2 pts per Night Goblin; 14 pts per Squig; 18 pts per Squig Hopper.

Unit Size: 10+ models including Squigs, Night Goblins and Squig Hoppers.

Weapons and Armour: Each Night Goblin carries a pitchfork, drum, firebrand, Squig pipes, whip, cymbals or other useful Squig herding instrument. These count as hand weapons and confer no bonuses or special rules, being designed for prodding Squigs rather than fighting enemies.

Options:

- A unit may only include a maximum of 1 Squig Hopper for every complete set of 3 Squigs.

Special Rules

Animosity; Fear Elves; Hate Dwarfs; Squigs (See page 18-19).

SPECIAL UNITS

Squig Herds are bizarre and occasionally effective units that can tangle up a whole flank with bouncing and biting Squigs. They are best used for fighting alongside other Night Goblin units so that you can add Fanatics to the mix and really confuse your enemy.



STONE TROLLS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Stone Troll	6	3	1	5	4	3	1	3	4

Unit Size: 3+.

Weapons and Armour: Trolls don't need to carry normal weapons, though they often have a club, bone or bit of tree (these count as hand weapons).

Special Rules

Fear; Stupid; Troll Vomit; Regenerate; Magical Resistance (2).

Stone Trolls have a bad habit of banging around Night Goblins and so can be lured into joining a Night Goblin horde when needed.



GIANT

Points/model: 205

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

Unit Size: Each Giant is a single unit. **Weapons and Armour:** A big club.

Special Rules

Ignore Greenskin Panic; Large Target; Terror; Fall Over; Move; Special Attacks; Stubborn; (See pages 22-23).

RARE UNITS

Giants can be hired with the promise of Fungus brews and lots of squishy humies to hurt!



SKARSNIK

Warlord of Karak Eight Peaks

Skarsnik is the chieftain of the Crooked Moon Tribe and the most powerful Night Goblin Warlord in the whole of the southern Worlds Edge Mountains. All the other Orc and Goblin Warlords acknowledge his overlordship of the mountains around the ruined Dwarf hold of Karak Eight Peaks.

Skarsnik is accompanied by a huge Cave Squig which he calls Gobbla. Gobbla is enormous, very smelly, mindlessly vicious and yet seems totally loyal to his master. Skarsnik feeds Gobbla on Dwarfs and any Goblins careless enough to stray too close.

Skarsnik carries a huge magical weapon called a prodder. This enables him to throw blasts of magic around the battlefield.

	M	WS	BS	S	T	W	I	A	Ld
Skarsnik	4	5	3	4	4	3	5	4	8
Gobbla	*	5	0	5	4	3	4	3	3

Skarsnik is a Night Goblin Warlord. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Skarsnik counts as taking a Lord and a Hero choice. Skarsnik must be taken exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic item is included in his total cost.

Points: 205

Weapons: Skarsnik's Prodder.

Armour: Light armour.

Special Rules: Fear Elves; Hate Dwarfs.

Gobbla the Cave Squig

Skarsnik's pet Cave Squig is a huge and disturbing sight, even to other Night Goblins. He is mostly made up of razor sharp claws, cruelly pointed horns and huge slaving jaws, and only Skarsnik can control his vicious temper.

In battle Skarsnik and Gobbla are treated as a single unit and remain in base contact at all times, ranked up alongside each other. However, they may still join units of troops just like other characters. Use Skarsnik's Leadership for any tests as long as he's alive.

*Gobbla's Movement

Gobbla is chained to Skarsnik and so always moves with him. The two models are placed together side by side. Should Skarsnik be slain then Gobbla will bite through his chains and must roll on the Monster Reaction chart on pg105 of the rulebook. Gobbla moves 2D6" per turn once free of Skarsnik. Roll each turn to see how far he moves. If this movement brings Gobbla in contact with an enemy unit then he is



treated as having charged in the following Close Combat phase. In addition, if his master has been killed then Gobbla is so enraged that he becomes Unbreakable.

Insatiable Appetite

Gobbla will never bite Skarsnik, but he may attack other Orcs or Goblins if given half a chance. If there are any enemy in base contact he will always bite enemy models in preference to friends. If there are no enemy in base contact he may bite other Orcs, Goblins, etc, if they are touching. This tends to happen if Skarsnik joins a unit and fights with it. Roll a dice at the start of Gobbla's Close Combat phase. On the roll of a 6 Gobbla makes his 3 Attacks against any friendly models touching him. Distribute these attacks randomly if it makes a difference. No Break test is necessary due to Gobbla's indiscretions.

Shooting

The normal restrictions that apply to shooting at individual character models apply to shooting at Skarsnik and Gobbla too. However, while there are two of them the normal -1 to hit a single model does not apply. If Skarsnik and Gobbla are on their own then any enemy missile hits are divided equally between them, with any odd hit being distributed at random.

Skarsnik's Prodder

The Prodder confers +1 Strength to all close combat attacks made by the character fighting with it. In addition, the Prodder focuses the battle lust of the surrounding greenskins and unleashes it in blasts of pure Waaagh! energy in the Magic phase. No Power dice are required to cast this spell. The Prodder fires one blast each Orc & Goblin Magic phase, plus one extra for each unit of 10 or more Orcs, or 20 or more Goblins within 12". All blasts must be directed against the same target unit.

Treat the Prodder's blasts as bound spells with a Power Level of 3. Each blast is a *magic missile* with a range of 24" and must be dispelled separately. Each blast causes a single Strength 4 hit with no armour save allowed.

To accompany the Night Goblin article and army list Mail Order have come up with this great deal. The regiment boxed set is a good buy as allows you to get loads of Goblins really cheap. To add character to your horde you could place some of the archive Night Goblins (shown below) in your regiments. On the following page we have shown the more wacky Night Goblins you can get from our archive range. Due to space restrictions all models are shown at 80% actual size.



NIGHT GOBLIN STARTER HORDE

- 2 Night Goblin Regiment Boxed Sets
- 6 Fanatics
- Skarsnik and Gobbla
- 3 Stone Trolls
- 1 Giant

£90 plus P&P

A starting core force containing over 800 points worth of troops. This could easily be expanded by including Squig Herds and even more Goblins!

NIGHT GOBLIN COMMAND



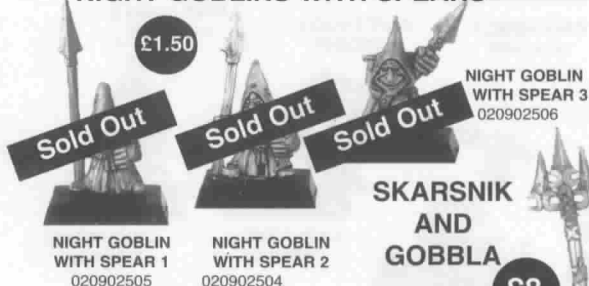
NIGHT GOBLIN STICKAS



NIGHT GOBLINS



NIGHT GOBLINS WITH SPEARS



SKARSNIK AND GOBBLA





NIGHT GOBLIN
BALL AND CHAIN
FANATIC 1
020902801



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 2
020902802



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 3
020902803



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 4
020902804



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 5
020902805



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 6
020902806



CLUBBER 1
020903203



CLUBBER 2
020903204



CLUBBER 3
020903206



CLUBBER 4
020903205

CLUBBERS

£1.50



NETTER 2 - £1.50
020903202



NETTER 1 - £1.50
020903201



NETTER 4
020903208



NETTER 3
020903207

NETTERS

£2



NIGHT GOBLIN
SQUIG HUNTER 1
020903301



NIGHT GOBLIN
SQUIG HUNTER 2
020903305

SQUIG HERDERS

£2

SQUIGS

£2



CAVE SQUIG 1
020903302



CAVE SQUIG 2
020903303



CAVE SQUIG 3
020903304

SQUIG HOPPERS

£4



NIGHT GOBLIN
SQUIG HOPPER 4
020903104



NIGHT GOBLIN
SQUIG HOPPER 3
020903103



NIGHT GOBLIN
SQUIG HOPPER 2
020903102



NIGHT GOBLIN
SQUIG HOPPER 1
020903101



CAVE SQUIG 4
020903306



CAVE SQUIG 5
020903307



CAVE SQUIG 6
020903308



CAVE SQUIG 7
020903309

WARHAMMER 40,000

DARK CRUSADE

PART ONE

By Jervis Johnson and Graham McNeill, with Bo Tolstrup, Jonas Faering, Mikkel Morrild, Martin Kragh, Michael Andreson, Claus Jørgensen, Paul Bridge, Floris Housart, Gil Surepi, Jesper Nørh and Michael Bræmer Nielsen.

Way back at the start of 2000 I was chatting with Bo Tolstrup, head of GW's sales in Denmark, about an idea I had for doing a 'roving battle report'. My idea was to do a battle report outside of the confines of the Studio, out there in the real world, with real players and their own real armies. That wasn't all, however, oh no! I also wanted to run a 'monster game', similar to one I had seen when visiting a gaming group based in Chicago the year before, which involved two teams of players fighting a vast game on a 20' square gaming area mapped out on the floor. To my delight Bo took up the offered gauntlet and volunteered to set up the game in Denmark. Our first 'roving battle report' was born, and it was going to be a monster!

Bo moved swiftly and with an efficiency that was later to put me to shame (it's taken me almost eight months to get this report written up!), quickly gathering a team of players, organising the terrain to be made for the monster game, and sorting out things like the accommodation and food and drink for the players over the day that the game would take place on. As already noted this was to be no ordinary battle, but rather a 'monster game' involving two teams of players and a gaming area measuring 20' by 32'. Such an undertaking is a big task and no mistake, but the effort is usually more than worth it.

The most important and difficult thing Bo needed to organise was the terrain for the game. Clearly the game could not be fought on a normal gaming table, so instead it was played out on a set of 4' square gaming boards laid out on the floor of a gym that had been hired for the day. The square boards were painted green, and then roads were added to conform to a plan designed by Bo. Finally terrain was added to the gaming boards in the form of buildings, trees and hills. With the exception of two boards that had purpose built 'mountain' terrain modelled directly upon them, all of the terrain was

This battle report is something of a first for the Journal. We don't usually do battle reports but this is a rather special game of 40K, a very different way of playing the game. That is what we are looking for in a battle report, something different, wacky or unique; a different perspective on gaming to inspire other gamers with. If you like it, and would like to see more, let us know. Likewise if you hate it, do tell us! You can get in contact via the normal Fanatic e-mail address.

'loose' terrain placed onto the game boards just as it would normally be placed on an ordinary wargames table. The only major difference was that we didn't 'cover' the whole surface with terrain as is usually the case when playing on a typical wargames table. Instead we 'clumped' the terrain, creating areas with plenty of terrain which had open areas between them. This was visually more attractive, created objectives for the players to capture, and also gave us space to walk across the battlefield as we were moving the troops taking part. Anyway, the result was a truly impressive battlefield that our photographs do very little justice to. All I can say is that I can't wait to be able to play another game on terrain like this.

But I digress. With terrain, food and accommodation sorted out we were pretty much ready to play. I had sent already sent Bo an early copy of the Vehicle Design Rules which appeared in WD 252 as I knew that he had some 'special' models he wanted to be able to use in the game, and I'd also come up with some new rules to allow units to force march more quickly over the vast expanses of our monster battlefield, and allow the two sides to bring on reinforcements. When I arrived in Copenhagen the evening before the game, we went over these rules (which appear on the following pages), and I checked out the stats that Bo and his team had come up with for the new vehicles they were going to use in the battle. We also came up with the victory conditions for the game, giving each side an

overall objective and each player a personal 'secret' objective (which sometimes clashed with his side's overall objective!). You can find details of all of these rules and the victory conditions on the following pages. As an aside I should note that if you ever run a multi-player game yourself then coming up with overall and personal victory conditions for the game is well worth the effort and can add a lot of fun to a game – it certainly did for us, as you'll see in the battle report that follows.

And with that we were (finally) ready to go. As the sun dawned on a cold spring morning in the lovely town of Copenhagen, nine sprightly players and one bedraggled games designer/reporter prepared to fight the first ever 'roving monster battle report'. Nothing could have quite prepared us for the drama, excitement and sheer scale of the battle that was about to take place...

Jervis

SCENARIO AND BACKGROUND

The Charydis sector is under heavy siege from Chaos and Ork forces. A distress signal has been sent by the Imperial Commander which has been picked up by the Eldar Farseer Eldrad Ulthran. This enigmatic seer feels that it is vital that the Eldar come to the aid of the Imperial forces and has despatched envoys to the nearby Miel Carn Craftworld. For reasons of their own, the Farseers of this Craftworld



The sheer scale of the battle, the 20' by 30' games table laid out and the battle is just getting started.

RULES OF THE GAME

For a battle this size, it's always fun to include some new rules that you might not normally employ in a regular game of Warhammer 40K. With a game this big it would have been a shame not to have included a few nasty extra bits and pieces to make sure everyone got into combat and that enough mayhem was unleashed. Most of these rules don't actually appear in the Warhammer 40K rulebook, but don't worry, they're easily found if you dig just a little. For starters, a couple of armies were allowed to take flyers and war machines, engines of destruction more powerful than anything usually available to an army commander. These included things like Warhound Scout titans, Thunderhawk gunships, and super heavy tanks such as the Baneblade. The full rules for these can be found in the Vehicle Design Rules in White Dwarf 253 and will allow you to include them in your own battles if you feel the need to include these devastating leviathans.

Because of the sheer hugeness of the battlefield, the players decided it would be necessary to use the rules for roads and forced marching that appeared in White Dwarf 238. Since that was in the dim and distant past... well, over a year ago anyway, they're summarised here for you. Aren't we helpful!

FORCED MARCHING

Before you move a unit you can declare that it's making a Forced March. You can't declare this if the unit is pinned, falling back or has enemy troops within 24" before the move is made. A unit that makes a forced march moves at double its normal rate, but can't enter or move through difficult terrain or approach within 12" of the enemy at any point in its movement. Units that force march can't shoot or assault and units that can move in the Assault phase anyway may not force march at all. However, units that force march are very vulnerable to enemy fire and this is represented as follows:

Infantry – Infantry units that take any casualties at all from enemy shooting will automatically fall back 2D6" without a morale check. Troops that normally automatically pass morale checks still fall back as above, but will regroup at the end of the movement phase in the same way as Space Marines who have failed a morale check.

Vehicles/Dreadnoughts – Vehicles or Dreadnoughts that suffer a 'crew stunned' or 'Immobilised' result are destroyed, it being assumed that the damage causes them to crash.

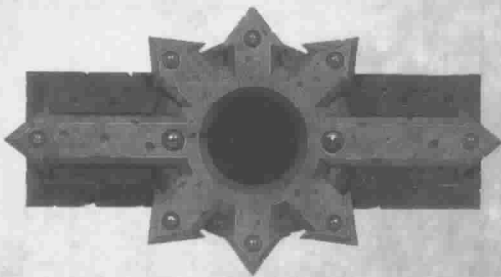
ROADS IN WARHAMMER 40K

Roads have two effects: they offer troops and vehicles a quick and easy method of travelling around the battlefield and also make it easier to enter reserves. You can declare at the beginning of the game which of your units are using the roads to enter the battlefield, although you don't have to use the roads if you don't want to. When you roll to see if that unit appears, you can add +1 to the dice score. Assuming the unit turns up, it must be positioned on the road itself. (Note that you can't use roads for units that 'appear on the battlefield' like teleporting Terminators or troops with Jump Packs.

Forced Marching on a road: Units that begin and end their forced march on a road may triple their movement. Skimmers, jump pack troops, flyers or other units that normally ignore terrain effects may not take advantage of this rule.

REPLACEMENTS

This battle was going to be bloody and in order to keep up the pressure, players were allowed to 'replace' destroyed units or vehicles by trading in a replacement token that their force commander would give them. Each commander had five tokens each turn to distribute amongst his men and, as casualties mounted, these were in fierce demand.



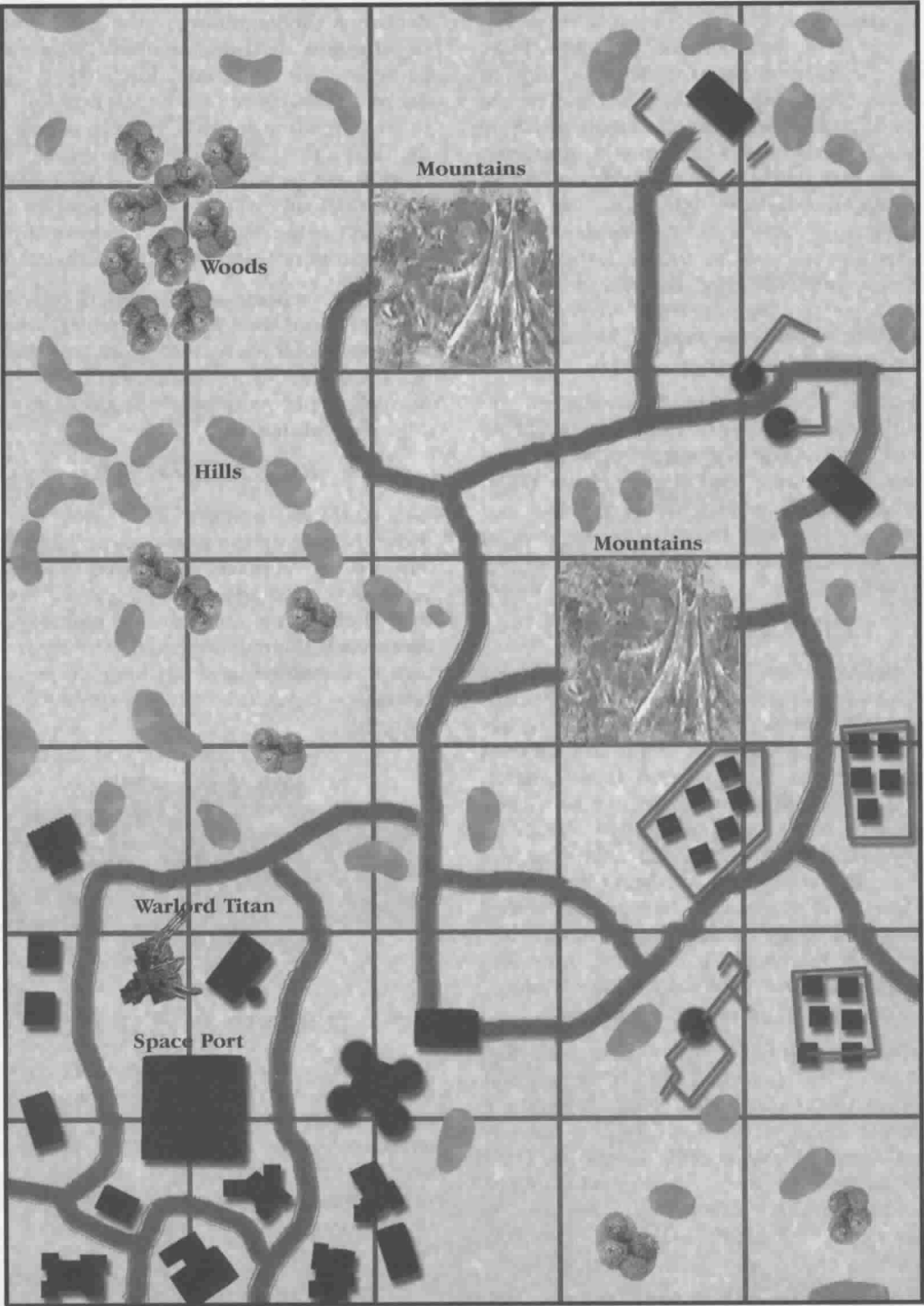
TYRANID INVASION!

To add an extra air of uncertainty to the battle and make sure everyone was appropriately spooked, the Tyranids wouldn't deploy on the table at the same time as the other players. Instead, they would arrive via Mycetic spores and could strike anywhere on the table...

also believe that the forces of Chaos need to be opposed here. Space Marines from the Dark Angels Chapter have arrived in orbit also, drawn by rumours of the Fallen.

On the planet's surface, the forces of Chaos forces have made a huge diversionary offensive to distract the major Imperial forces from their true target and Abaddon has personally led a strike team on a combined space port/Warlord Titan construction site. He

has the backup of a Warhound Titan as he is aware of Imperial armour protecting the site. A Thunderhawk is standing by to transport him in when his Chaos Space Marines and their allies, the Orks and Dark Eldar have done their jobs and lured Azrael to the front. Then he will seize the Titan and wreck havoc in the unprotected back of the Imperial forces. If the forces of Chaos should succeed, then the Imperial defenders will be hard pressed to prevent the planet from falling.



FORCES OF DARKNESS

ABADDON THE DESPOILER – Chaos Supreme Commander, Bo Tolstrup

Abaddon

The Terrors - 5 Chaos Terminators

Slaughters - 8 Khorne Berserkers led by *Thraak*, Aspiring Champion of Khorne. In a Land Raider

Fury - 8 Khorne Berserkers led by *Yarth the Traitor*, Aspiring Champion of Khorne. In a Rhino

Wrath - 8 Khorne Berserkers led by *Morkai the Unstoppable*, Aspiring Champion of Khorne. In a Rhino

The Horrors - 8 Bloodletters

Slaves to Darkness - 2 Juggernauts

Red Death - 4 Chaos Bikers led by *Krell the Merciless*, Aspiring Champion of Khorne

Harvetors of Chaos - Chaos Dreadnought with twin linked heavy bolters



OGGLI BIGGOBB – Orks, Jonas Faering



Warboss Oggli Biggobb

Big 'Unz - 5 Nobz in a Wartruk

Da Aero Boyz - 7 Stormboyz

Da Sneaky Braves - 5 Kommandos

Da Big Mob - 23 Slugga Boyz led by *Kaptin Arrhznarr*, Nob

Da Littul Mob - 13 Slugga Boyz led by *Mr Monowheel*, Nob

Da Littul Littul Unz - 22 Gretchin led by *Da Boss*, Slaver

Da Beast - Dreadnought

Da Monsta - Dreadnought

Big Bang Batteri - 2 Big Gunz batteries, 3 Zzap Guns, 2 Lobbas

Painboss Urty Nobrain

Da Pasjuns - 7 Cyborks. In a War Trukk

Fly Boyz - 8 Storm Boyz

Da Speed Freaks - 7 Trukk Boyz led by *Pirate Graazl*. In a War Truk

GRATCHNACK THROWBRI ALKONGK – Orks, Mikkel Morrild

Warboss Gratchnack Throwbri Alkongk

Bodyguard - 5 Nobz, 3 in Mega-armour

Wartruk

Da Shoota Boyz - 16 Shoota Boyz, with 3 Big Shootas

Da Slugga Boyz - 14 Slugga Boyz with a Big Shoota, a Burna and a Rokkit Launcha

Da Slugga Boyz - 15 Slugga Boyz with a Big Shoota, a Burna and a Rokkit Launcha

Da Grots - 19 Gretchin led by a Slaver

Trukk Boyz - 10 Boyz with Big Shoota in a War Trukk

War Buggies - 3 War Buggies

War Bikes - 3 War Bikes

Killa Kans - 3 Killa Kans

Looted Basilisk

Big Mek Lartrok Ghul

Body Guard - 3 Mekboyz in a War Trukk

Da Slugga Boyz - 20 Slugga Boyz. In a Battlewagon with Zzap Gun, Skorcha, twin linked Big Shootas and 3 bolt on big shootas



IRON WARRIORS – Chaos Renegades, Martin Kragh

Daemon Prince - on a Juggernaut
Nurgle Sorcerer
6 Terminators - with an autocannon
5 Possessed Chaos Space Marines - In a Rhino
6 Chaos Space Marines - with a plasma gun and lascannon
7 Chaos Space Marines - led by a Champion of Khorne. In a Rhino
Daemon Pack - 10 Nurglings
20 Cultists - with 2 flamers, led by a Demagogue
Dreadnought - Twin linked lascannons
Land Raider
6 Havocs - with 3 missile launchers
5 Raptors - with a plasma gun, led by a Champion of Khorne



DARK ELDAR – Michael Andreson

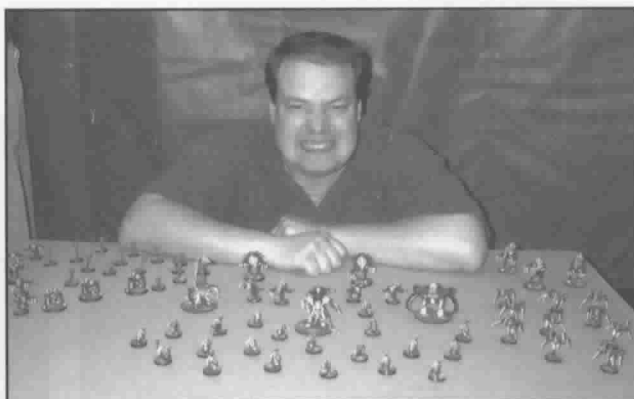


Archon
Retinue - 5 Incubi, 4 Warriors with 2 Splinter Cannons. In a Raider with a Dark Lance
Dracon - with Agoniser
9 Wyches - Led by a Succubus. In a Raider with a Disintegrator
9 Wyches - Led by a Succubus
5 Warp Beasts - Led by a Beastmaster
6 Mandrakes
13 Warriors - with 2 Dark Lances
13 Warriors - with 2 Splinter Cannons
11 Warriors - with 2 Dark Lances
5 Scourges - with 4 Dark Lances
1 Ravager - with 2 Dark Lances and 1 Disintegrator
10 Warriors - with a Dark Lance. In a Raider with a Dark Lance
4 Reaver Jetbikes - Led a Succubus
5 Hellions - Led by a Succubus

TYRANIDS – Claus 'Gobbo' Jørgensen

Hive Tyrant - with a Venom cannon and Flesh Hooks
1 Lictor
3 Tyranid Warriors - with 2 Devourers and a Venom cannon
5 Genestealers
5 Genestealers
20 Termagants
10 Hormagaunts
1 Carnifex - with Bio-plasma.
2 Zoanthropes - with Flesh Hooks
3 Biovores

The Tyranids are an independant force fighting against all the other forces. They are not under Abaddon's control.



ARMY AND ALLIES OF THE IMPERIUM

AZRAEL'S STRIKE FORCE – Dark Angels Supreme Commander, Paul Bridge

Azrael

Command Squad - with a veteran sergeant and apothacary. In a Razorback

Librarian

Scout Squad - 6 scouts with sniper rifles

Ravenwing Bike Squad - 4 Bikers

2 Land Speeders

Assault Demi-Squad - 5 Space Marines

Tactical Demi-Squad - 5 Space Marines with a heavy bolter

Tactical Demi-Squad - 5 Space Marines with a heavy bolter

Tactical Demi-Squad - 5 Space Marines with a plasma gun

Devastator Squad - 6 Space Marines with 2 heavy bolters and 2 missile launchers

2 Vindicators



IMPERIAL GUARD – Floris Housart

Command Platoon - Colonel Amking

Commissar Bolstrob - with a veteran sergeant and apothacary. In a Razorback

Anti-Tank Squad - 3 Lascannons

Fire Support Squad - 3 Heavy Bolters

Mortar Squad - 3 Mortars

1st Platoon - Command Section - with a Commissar

Infantry Squad - with a flamer

Infantry Squad - with a flamer

Infantry Squad - with a melta gun

Armoured Fist Squad - with a plasma gun. In a Chimera

Ratling Sniper Squad - 9 Ratlings

2 Leman Russ Tanks

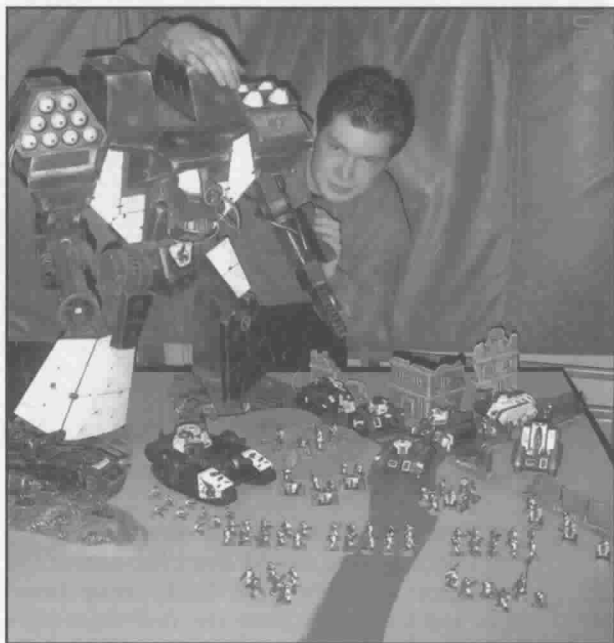
Basilisk

2 Hellhounds

Ogryn Squad - 3 Ogryns

1 Baneblade Super Heavy Tank

The Titan was used as a terrain piece and objective and isn't actually part of Floris' army!



IMPERIAL GUARD – Gil Surepi

Command Platoon

Anti-Tank Squad - 3 Lascannons

Mortar Squad - 3 Mortars

Hardened Veterans Squad - 10 men

1st Platoon - Command Section - with Mortar

Infantry Squad - with heavy bolter

Infantry Squad - with heavy bolter

2nd Platoon - Command Section - with Mortar

Infantry Squad - with autocannon

Infantry Squad - with missile launcher

2 Sentinels

2 Hydra Platforms

1 Basilisk

1 Leman Russ

1 Leman Russ Demolisher



MIEL CARN CRAFTWORLD – Jesper Nørh



Avatar of Khaine

Eldrad Ulthran

5 Fire Dragons - led by an Exarch with a Firepike

9 Howling Banshees - led by an Exarch with Powerblades.

5 Striking Scorpions - led by an Exarch with Scorpion's Claw

Guardian Defender Squad - 10 men with Bright Lance Grav Platform

Guardian Defender Squad - 10 men with Star Cannon Grav Platform

Guardian Defender Squad - 10 men with Star Cannon Grav Platform

Guardian Defender Squad - 10 men with Star Cannon Grav Platform

7 Rangers

4 Dark Reapers - led by an Exarch with a Reaper Launcher

1 Vyper - with Star Cannon

1 Falcon Grav tank - with a Bright Lance

1 Wraithlord - with Bright Lance

SIAM-HANN CRAFTWORLD – Michael Bræmer Nielsen

Wild Rider Chief - on Jetbike

6 Kinsmen - with family banner, 3 Shuriken Cannons

Farseer - on a Jetbike

Storm Guardians - 5 men led by a Warlock

4 Jetbikes - Shuriken Cannon

4 Jetbikes - Shuriken Cannon

3 Jetbikes - Shuriken Cannon

2 Vypers - 2 Bright Lances

3 Vypers - 3 Star Cannons

1 Falcon Grav tank - with a Bright Lance

1 Falcon Grav tank - with a Star Cannon

5 Dark Reapers - led by an Exarch with Reaper Launcher



THE BATTLE

Set-up and Planning

The Imperial Alliance

The allied forces planned to advance through the centre of the battlefield with a strong force consisting of the Dark Angels and one Imperial Guard army. The Dark Angels and Ravenwing would push through the mountains while the second Guard army would move in support of the Saim-Hann Eldar on their left flank. On the right, the warriors of the Miel Carn Craftworld would hurtle round in a sweeping hook to capture the buildings on the far side of the battlefield. If all went to plan then the Eldar would be able to race ahead, capture the objectives and hold on until the slower moving Imperial Guard units could consolidate their position. The Dark Angels would act as a rapid response force able to seize any unguarded objectives and react to any unexpected moves the enemy made. On paper their plan looked fine, but how would it hold up in the crucible of combat?

The Bad Guys

The forces of evil's plan was simple. Charge! The Chaos troops would head flat out to the space port on their right flank, using brute force and ferocity to force any defenders back and then hold it against any counter-attack. The Orks would head for the centre to tie up the most valuable units of the enemy, hoping to break them with sheer mass and weight of numbers. They would also contest the centre boards and force the allies to divert resources to deal with them. On the far left flank, the Dark Eldar planned to sweep around the mountains, hopefully getting behind the enemy, destroying heavy weaponry and taking out artillery. With the exception of the Dark Eldar's movements, this plan certainly wasn't subtle, but with Chaos and Orks on the same side, that wasn't going to be a problem.

To find out how it all turns out you'll have to wait until the next issue of the Journal, when the carnage commences...

IMPERIALTM ARMOUR

ORK, ELDAR AND DARK ELDAR VEHICLES FOR WARHAMMER 40,000

After gaining high level security clearance from the Ordo Xenos, Forge World and Fanatic are proud to present Imperial Armour II, a comprehensive guide to a wide variety of alien vehicles for use with Warhammer 40,000.

It contains rules for the following vehicles:

Eldar Wave Serpent, Night Spinner, Scorpion, Cobra, Nightwing and Vampire Raider.

Dark Eldar Raven and Razorwing.

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BLOOD BOWL

MAGAZINE



Andy 'beaten scribe' Hall

Last issue Jervis talked about the future of Blood Bowl. I just want to take this opportunity to share with you the direction we see Blood Bowl going in. The other games under Fanatic's banner are supported by the addition of new rules and updating missing races, etc.

However, with Blood Bowl too many new rules could mean that the game system becomes cluttered. One of the main reasons for the Fourth edition was to prune back all the new rules that had appeared over the years. That's not to say new rules won't be published – in this very issue we have rules for Clan Bowl (all Skaven leagues) and All-Star games. But these rules will be unofficial house rules that can be played for fun. I want to keep the main official rules clean and fast so they play better in a tournament situation.

As explained above, we see Blood Bowl support taking a different direction than simply adding oodles of new rules, and this will be in the form of tournaments. With the advent of the BBCS, next year we will be making a conscious effort to get people playing Blood Bowl in Tourneys and Championships. The Grand Prix of these will be the the Spike! Tournament, the Dungeon Bowl, the Chaos Cup and, of course, the Blood Bowl. The Blood Bowl tournament will be the game's equivalent of the World Cup and with the BBCS setting up official world player rankings we will be able to seed players. I'm even going to try to get a life-size Blood Bowl trophy made (like the one above). The Blood Bowl will be held here in the UK and in the following years the Chaos Cup, Spike! and the Dungeon Bowl will be held in similar tournaments across the world – all with their own life-size trophies. Winners will then go down in the official game history as winning the tournaments for that year! So get your teams in training because the future's looking brighter and bloodier!

Andy



**THE BLOODWEISER BLOOD BOWL
CHAMPIONSHIP WINNERS TROPHY**



CLAN BOWL



by Jim Mawby

Jim has come up with these marvelous house rules for Skaven-only Leagues.

Blood Bowl in Skaven society is increasingly seen as a way for clans to increase in stature and power. The larger clans are beginning to put forward teams of their own.

If the clan sponsored teams win it will increase their standing in the Council of Thirteen, and for the losers – there's always the slave pits.

Deep beneath the baying crowds and overflowing stadiums of the Old World, a new league is growing. Attracted by the mayhem, death, and instant fame, the Skaven clans have begun to take an unwholesome interest in the bloodthirsty world of Blood Bowl, and the result... Clan Bowl.

What follows is a set of guidelines intended to help anyone wanting to run an entirely Skaven Blood Bowl league, including team lists for the different clans based on existing rules, and suggestions for peculiarly Skaven awards to offer in the league. You will find that playing Skaven versus Skaven games are fast and furious and are also very competitive.

THE CLANS

With increased interest spreading through the under-empire like the Red Pox, each of the clans has laboured in their peculiar ways to produce specialist teams; some through rigorous training, some through genetic experimentation, others toiling over the warp-forges and poison vials.

The result is five variations on the Skaven team list. Note that if you use these team lists, certain Skaven players are only available to certain clans, unlike the generic team list. It is suggested that these variations are only used in a Skaven-only league.



CLAN MORS

The warlords of Clan Mors are especially attracted to the carnage of Blood Bowl, relishing the opportunity to prove their physical superiority in rat-on-rat combat. Their violent Storm Vermin have been playing the game for years, above ground; but Clan Bowl has given them their long-awaited chance to play for their clan, in glorious domination of the most entertaining of enemies – their own kind.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Clan Rats	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Skills: Sure Hands, Pass
0-4	Storm Vermin	90,000	7	3	3	8	Skills: Block

Re-roll counter: 60,000 gold pieces each

Allowed Secret Weapons: Chainsaw (8+)

Special Rules: Clan Mors players make take strength skills in addition to their normal Skill selection.

CLAN PESTILENS

Clan Pestilens were the last clan to see the potential of Blood Bowl for political advancement, but when they brought their dreaded Plague Censer Bearers to the game, it was never the same. Pestilens' shambling hordes are a favourite with the crowd, the more plague-ridden the better.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Plague Monks	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Skills: Sure Hands, Pass
0-2	Censer Bearers	70,000	4	3	3	7	Plague Censer, may not earn SPP

Re-roll counter: 60,000 gold pieces each

Allowed Secret Weapons: *Plague Censer (8+)* – the Plague Censer works in an identical way to the Goblin Ball & Chain, and costs the same. The only difference is that it is noxious fumes rather than a heavy ball that is doing the real damage. And yes, the Censer Bearers are just as deranged as their Fanatic counterparts.

Special Rules: Any Clan Pestilens player may take Foul Appearance as a General skill instead of a trait. The Frenzy trait **must** be taken as your first choice if you roll a double on a Star Player Roll, thereafter you can pick and choose as normal. Clan Pestilens may have a maximum of two secret weapons on the team at any one time.

CLAN MOULDER

Like Clan Mors, Clan Moulder have been 'producing' Blood Bowl players since the game began, up to and including the devastating introduction of Rat Ogres in the 2494-5 season. On (or under) their own ground, they are even more prolific, and the proximity of the stadiums to their laboratories provides convenient conditions for the continual 'upgrading' of players.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Clan Rats	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Skills: Sure Hands, Pass
0-2	Rat Ogres	130,000	6	5	3	8	Skills: Mighty Blow, Prehensile Tail Traits: Wild Animal

Re-roll counter: 60,000 gold pieces each

Allowed Secret Weapons: None

Special Rules: Clan Moulder Clan Rats may take Mutations (Physical skills/traits) on any skill roll, not just doubles. However, due to the unpredictable nature of the experiments of Clan Moulder, any mutation gained in this way may not be a duplication of any mutation already possessed by another player on the team. Doubles may produce duplicates as normal.

★ ★ ★ *Did you know...*

That when Grey Seer Feerquarestus organised a clan versus clan game of Blood Bowl the major difference was that he used a chunk of raw warpstone as the ball. Problems occurred soon after the first drive, when receivers attempting to catch the ball were killed as the heavy lump of warpstone squashed the soft Skaven bodies into a bloody pulp. By the second half other notably side effects were beginning to happen. Throwers began to go blind, Storm Vermin started hugging each other and the crowd began to devolve into a mindless chattering hoard of rats from which they evolved in the first place! The Grey Seer himself – high on the fumes the ball was giving off – dived from the stands to catch the ball and was unfortunately trampled to death by a Rat Ogre.

CLAN SKRYRE

The Warlocks of Clan Skryre have turned their devious mechanical machinations to the field of Blood Bowl, and the results have left many an Under-Empire stadium a smoking ruin.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Clan Rats	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Skills: Sure Hands, Pass
0-1	Doom Wheel	160,000	4	7	1	10	Skills: Block, Mighty Blow, Multiple Block, Traits: Stand Firm,

Re-roll counter: 60,000 gold pieces each

Allowed Secret Weapons: *Doom Wheel (7+)* – The Doom Wheel works in an identical way to the Dwarf Deathroller. May not earn SPP.

Stink Bombs (10+) – Skaven stink bombs are particularly unpleasant, but in a Skaven league are treated in an identical way to normal stink bombs, and cost the same.

Poison Wind Globes (8+) – Poison Wind Globes work in an identical way to Explosive Bombs, and cost the same. Again, it is the noxious fumes that do the damage, but the effect is identical.

Jezzail (9+) – The Jezzail works in an identical way to the Blunderbuss, and costs the same.

Special Rules: Clan Skryre may have a maximum of four secret weapons on the team at any one time. This includes the Doom Wheel, if fielded.

CLAN ESHIN

Clan Eshin's Gutter Runners are the most famous of the Skaven who have made inroads into the leagues of the Old World. In the Under-Empire they are just as feared for their lightning speed and superior game play. Backed by the dripping blades of the clan of assassins, many Eshin teams in the Under-Empire are used to a swift and telling victory against their opponents; often before their opponents have finished tying their boot strings.

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-16	Verminkin	50,000	7	3	3	7	
0-2	Throwers	70,000	7	3	3	7	Skills: Sure Hands, Pass
0-6	Gutter Runners	80,000	9	2	4	7	Skills: Dodge

Re-roll counter: 60,000 gold pieces each

Allowed Secret Weapons: *Weeping Blade (10+)* – The Weeping Blade works in an identical way to the Poison Dagger, and costs the same.

Special Rules: Clan Eshin players may take Agility skills in addition to General Skills.

SKAVEN LEAGUES

Skaven appreciation of Blood Bowl differs from some of the other races as they tend to focus on the unpleasant features of the game. For that reason, as well as awarding traditional prizes for winning and scoring, a few additional suggested awards follow. Obviously, most Skaven leagues give cash awards for most casualties (single game/single season) on an individual and team basis, which are at least as generous as the equivalent touchdown awards. In addition, there

are some peculiarly Skaven awards offered, that although require additional book-keeping, if you're prepared to do it, can make the whole league more exciting:

The Rusty Dagger

This is awarded to the individual Skaven who accrues the most casualties by fouling over one season. While the team holds the Rusty Dagger (usually for all of next season), their FF counts as one higher.

STAR PLAYERS

The Star Players have returned to the Under-Empire to take their rightful place at the top of the Clan Bowl. If you choose to use Star Players in your Skaven league, it is suggested that you restrict them to the following clans:

Name	Title	Cost	MA	ST	AG	AV
Hakflem Skuttlespike	Skaven Mutant	130,000	9	3	4	7
Skills:	Dodge, Prehensile Tail					
Traits:	Extra Arms, Two Heads					
Allowed Clans:	Eshin, Pestilens, Moulder		App Fee: 50,000			
Headsplitter	Skaven Rat Ogre Blocker	160,000	6	6	3	9
Skills:	Prehensile Tail, Mighty Blow					
Traits:	None					
Allowed Clans:	Moulder, Mors		App Fee: 100,000			
Rasta Tailspike	Skaven Mutant	100,000	8	3	3	7
Skills:	Catch					
Traits:	Extra Arms					
Allowed Clans:	Skryre, Pestilens		App Fee 25,000			
Skritter	Skaven Thrower	115,000	7	3	3	7
Skills:	Pass, Sure Hands, Accurate					
Traits:	Strong Arm					
Allowed Clans:	Eshin, Pestilens, Moulder		App Fee: 50,000			

The Eshin Dagger

This coveted prize is awarded to the player who accrues the most foul attempts in one season – however, attempts which result in the player being sent off are not counted. The winner is awarded a Poison Dagger for the next season, which does not count towards the team's limit for secret weapons. If the holder is also Clan Eshin, the team's Fan Factor goes up by one permanently.

Favoured of the Horned Rat

Not so much an award as an observation, this divine blessing is bestowed upon the individual player who has accrued the most mutations over the season. More often than not, this award goes to a member of Clan Moulder, but if there are no Moulder teams in the league, or more than one, this contest can get quite bloody, as contenders try to eliminate the competition! The winner (count limbs – arms, heads, etc, to decide the winner if there is more than one, or decide randomly) gains the Pro ability for the next

season, as the Horned Rat watches over all he does.

Most Unsportsmanlike Conduct

Awarded to the team that has accrued the most sendings off throughout the season. A team that holds this award has an excuse for the next season, as even the Skaven referees are impressed by this achievement. While the team holds the award, the Head Coach can argue the call successfully on a roll of 5 or 6, to represent the additional sway he holds with the referee's reason. Note that he is still banned on a roll of 1, however.

Most Entertainingly Slaughtered Team

Skaven fans love to watch teams being beaten to a pulp, even more than they like to see them win. This award is given to the team who has suffered the most permanent injuries (nigging injuries, stats decreases, or deaths) over the course of the season, and should be a cash award equivalent to half of the first prize for winning the league. The organisers just love to let these teams replace their fallen team-mates, so that they can come back next season and do it all again!

That about wraps it up; it may be observed that fouling plays a large part in the Skaven game – but so it should! Having said that, it is still up to the individual league commissioner to decide whether IGMEYOY is used or not. The league will run very differently, but either will work fine. Some Skaven leagues are at least as stringent about foul play as the up-world ones; the fans love to see the players punished almost as much as they like to see them get away with it!



★ ALL-STARS ★

House rules for Star Player matches

By Richard Williams

It had been an awesome Blood Bowl final. Touchdowns had been scored, casualties had been inflicted, even the Ogre team captain lay among the dead! In other words. After the winner had lifted the small piece of cardboard that represented the trophy (and we had managed to stop him kissing it). The other coaches and I who'd been watching all sat down feeling at a bit of a loose end. Just as inexhaustible as our players, we all started fixing up 'friendlies' between each other, but at that point we only had one board for all of us. Not all of us could play at once, or could we? Taking not a little inspiration from the opening pages of the old Star Players book, we hit upon the idea of pooling the best players from every side into two mega-teams and have them slug it out – appropriately enough we called them All-stars!



We played our first All-stars match after a tournament, although you can decide to play one at any time of your League's progress, we found it was a fitting conclusion to the long road to the final. It let everyone involved bundle on into one last scrap. Basically, a group of coaches gang together and use their best players to form an All-Stars side. They then fight a team provided by a different group of coaches. Fun (hopefully) had by all!

CHOOSING THE TEAMS

Which coaches should be grouped together is really a matter for the League Commissioner to work out. In our League we had two particularly strong Orc teams and the impetus came from them to team up, forming the Orc All-stars, and face the best (or the worst) the rest of the League had to offer (which turned out to be a horrific menagerie of Dwarfs, Skaven, Humans, Vampires and Elves of all description).

It's a lot more appropriate if the teams can be divided on the grounds of species, perhaps

having the 'goodies' on one side and the 'baddies' on the other, but it's by no means compulsory. If particular coaches want to be on the same team and can organise it amongst themselves so that both sides have a strong pool of Star Players to draw from then it doesn't particularly matter which species they are (unless you're playing with the optional rule below). After all, they're Blood Bowl players first and stunties / rats / humies / fang-features / pointy-eared wimps second.

If coaches can't agree, or want a random assortment, then put whichever teams are still available and draw them from a hat, distributing them between the two sides so that both have an equal number of teams to draw from.

CHOOSING THE ALL-STAR COACH

Because of the influence the All-star coach will wield, choosing one will always be a tricky matter. If the coaches can decide amongst themselves then all well and good. If you're playing after a tournament then the two finalist coaches will have just had a full game and might graciously allow someone else to take the reins for a while. Go for the coaches who got the furthest in the tournament on either side, with the coach with the higher team rating taking precedence in the event of a tie. Alternatively, the League Commissioner might want it to be decided solely on team rating. Whichever way he wants to do it should be decided before the teams are allocated.

Though the position of All-star coach is an important one, the other coaches should not feel as though they're missing out if they're not chosen. The rules that follow ensure that they'll all have a part to play.

CHOOSING THE PLAYERS

Although I refer to 'Star Players' throughout this article there is no reason why the players picked for the team should be officially Star Players (ie have 26 SPPs or over). Players who are Veterans, Experienced or even Rookies are equally eligible for an All-stars match if their coaches can wheedle them onto the team.

Grouping the coaches together should be the easy bit. It's a lot harder from then on to decide which players from each team should be selected for the All-stars. First off, since each team will probably come from a variety of lists, you need to decide the maximum number of each type of player. The format we used (and that I suggest) is below:

0-16	Linemen	0-4	Blockers
0-4	Catchers	0-4	Blitzers
0-2	Throwers	0-2	Big Guys

(Note, only one team member may have a secret weapon and that the 16 player team limit still applies).



The first thing you'll notice about this list is that it uses generic position descriptions. It's fairly obvious which race-specific positions go where (eg, a Lion Warrior is pretty obviously a Catcher), and so on. If there's any dispute let the Commissioner decide.

The second thing is that it's extraordinarily biased towards the specialist positions (it even allows you to have the entire team complement of 16 without a single Lineman!) and that is intentional. It's an All-stars team after all. If a Lineman wants to be included he's going to have to prove he's the worth of a specialist team member, there's no room for makeweights in this game!

Another important rule is that pre-set Star players should not be used. An All-star match is about exhibiting the best of the players that have been home-grown in the league. It's not about having four Griff Oberwalds prance onto the field and dominate the game (or even about having arguments over whose Griff Oberwald gets to be the only Griff on the team). Though some coaches may balk at not being able to take their usually game winning 220,000gc Star Player, you'll find that a game played between a load of preset Star Players is a hollow one which lacks all the personality that your league has developed. You'll also find that it cuts down on the arguments between coaches when it comes to picking players, as there'll be a fewer number of Star Players to pick from and they won't be identical.

When it comes down to picking specific players for the team then it should be left to the All-star coach and the other coaches on that side to hammer it out. One rule to follow

here is that each coach must have at least two players from his team in the All-star side. This is to make sure that every coach on the side has a decent presence in the team and, hopefully, will not have all his players injured in the first turn. Every team involved should be able to cobble together a couple of decent players. If they can't, and the League Commissioner is finding sides are composed of demi-god Star Players from one team and rookie linemen from another then he should perhaps consider having two All-star matches, one for the super-teams and one for the lesser ones.

Obviously, the above rule will stop there being more than eight coaches on either side, but if there are that many coaches who want to play then the League Commissioner should be thinking of running two All-star matches anyway.

CHOOSING THE STAFF

Apothecaries

An All-star team is allowed to choose a single Apothecary from one of their teams to be the All-star Apothecary. Just as normal teams, an All-star team can only have a single Apothecary.

Wizards

An All-star team is allowed to choose a single Wizard or Wizard equivalent (eg, Halfling Master Chef, Dwarf Alchemist) from one of their teams. The only exception to this is where an All-star team includes Undead players which require a Necromancer as their coach. In such a situation the All-star Wizard must be the Necromancer who may repair Undead players and cast his Raise the Dead spell as normal, unless he is also the All-star Coach, however, he may not Argue the Call. If the Necromancer is the All-star Coach he may act as normal, but the All-star team may not have another Wizard or Wizard equivalent.

Assistant Coaches and Cheerleaders

The All-star team with the most teams on its side can include a single Assistant Coach and a single Cheerleader from each team it is drawing players from (so long as each team has one). The All-star team with the fewer teams can then use as many Assistant Coaches and Cheerleaders as they can provide from their teams in order to equal the number that **could** be provided by the opposition. If they don't have enough between them then tough!

For example, our match between the Orc All-stars (two teams) vs. the Rest (seven teams). The seven teams in the Rest could each provide one Assistant Coach and one Cheerleader giving them a potential maximum of seven of each. However, one of the Rest (Dwarfs, no surprise there) owns no Cheerleaders and therefore the Rest will only have six Cheerleaders in total.

The two teams in the Orc All-stars can then use as many Assistant Coaches and Cheerleaders as they own to match the Rest's potential maximum. As it happens, both have several of each and therefore the Orc All-stars B takes the field with seven Assistant Coaches and seven Cheerleaders.

Remember, all the support staff must be represented by an appropriate, painted miniature. If for no other reason than the comedy value of seeing Elf, Orc, Halfling and Daemon Cheerleaders waving pom-poms side by side!

PLAYING THE GAME

The game can be played in two different ways and the League Commissioner should make a decision as to which would be best of them. The first way is straight forward. The All-star coach acts as a normal coach for the team. He makes the decisions, moves the models and rolls the dice while the other coaches yell advice from the sidelines. The second method gives everyone a piece of the action. The All-star coach makes the 'strategic' decisions (such as moving the turn marker, using special plays, deciding which players should take the pitch at the beginning of a drive and the order in which player's actions are taken). While the coaches that owned the players get to choose what those players actually did (taking due advice from the All-stars coach of course!). Blitz and Foul actions are an exception to this as a team only has one of these a turn and the player-coach must gain permission to use it from the All-star coach before declaring his action (note that as there'll only ever be one player eligible for the Pass action at a time, that player's coach may make the decision whether to pass, hand-off or keep the ball).

AND THE REST...

What about SPPs, Appearance Fees, Injuries, Fan Factor, The Gate, and everything else involved in a normal league game of Blood Bowl? They're not in it! Imagine that an All-stars game is played in a 'bubble' of reality

separate from the ongoing league so that every player and everything that goes in, comes out perfectly unchanged. A player due to miss the next game through injury, however, may not be picked for the All-stars game (he's injured after all!). A player with a Niggling Injury may be picked, but he makes his niggling injury role as normal. If this makes him miss the game, then he may be replaced by another member of his own team.

An All-stars game is meant to be a bit of fun between friends, and you'll find that as soon as you start placing more material benefits (or liabilities) on the match then it'll stop being about pure enjoyment and recriminations will start to fly about coaches not being allowed to include all the players they want or Star Catchers being left unsupported and injured or players refusing to pass the ball because they want the SPPs. It's just not worth it.

No team, coach or player should in any way be affected by having taken place in an All-stars game.

TEAM ANIMOSITY

This rule is entirely optional. Now, in a normal All-star game we can say that, as all the players are professionals, they can quell their distaste for one another for the duration of the match. But we all know that there's no way that proud Phoenix Warrior is ever going to throw the ball to that pungent Gobbo Catcher, if he can possibly avoid it. To simulate this, if a player ever wishes to pass or make a hand-off to a player of a race that is not of the same race or in the list of the passer's allies (see BBMag 1 pg. 8) then roll a dice. On a roll of a 1 he refuses to make the pass. He may hold on to it or try to pass it to any other available player but, unless the receiver is of the same or allied race, he must continue to make the Animosity check.

This rule can even be extended to taking the field with a member of a different, non-ally race. If a player fails it then the coach will be left with the decision of keeping him off or removing all of the offending species (that'll be all the player can't ally with), but you may find yourself with a lot of players pouting in the dug-outs!

On the back cover you will find Carl Critchlow's updated and full colour comic strip of our favourite Blood Bowl-playing barbarian Thrud. The rules for using Thrud are in last issues Journal. The Thrud model is available form Mail Order for £10 (plus p&p).

THE HOBBIT'S ARMPIT- AS USUAL
THURD IS SHOWING DEEP CONCERN
OVER HIS OUTSTANDING BAR BILL...



GIMME A DRINK!
SURE COACH-
WHAT'S UP ANYWAY?



TOMORROW'S THE BIG MATCH
AGAINST THE ARMAGEDDON AVENGERS
AND I'VE GOT A BIG PROBLEM...



OUR STAR PLAYER
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WAS BADLY INJURED IN
TRAINING THIS MORNING
WITHOUT HIM WE'VE NO
CHANCE AGAINST THE
AVENGERS!

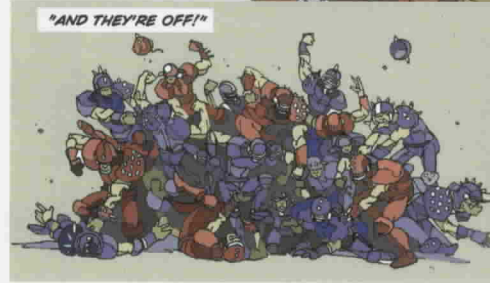
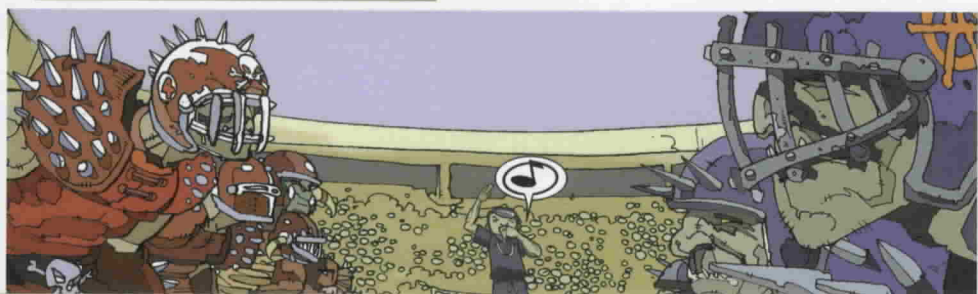


UNLESS...
MORE BEER!

THURD THE BARBARIAN



"GOOD AFTERNOON SPORTS
FANS, AND WELCOME TO
THE THUNDERDOME
WHERE THE ARMAGEDDON
AVENGERS SEEM SET
TO TAKE THIS YEARS
BLOODBOWL TROPHY!"



ARMAGEDDON
AVENGERS 4
DEATHSHEAD
DESTROYERS 4



"WE'LL JUST TWO MINUTES TO GO
AND ALL SQUARE- IN A SURPRISE
MOVE, THE DESTROYERS HAVE BROUGHT
ON A SUBSTITUTE- WHO HAS NEVER
PLAYED BEFORE! HA! WE'LL BE
RIPPED TO PIECES FOR SURE!"

"WE'LL MAYBE NOT!"



OUR HERO SOON ENTERS INTO
THE SPIRIT OF THINGS



THOUGHT IT FELT A
BIT SQUISHY FOR A
FOOTBALL...



HA! TOUCHDOWN!
BUT I'VE GOT
THE BALL!

PHOENIX RISING. A squadron of three Phoenix Bombers strike at Imperial defences in support of Phantom Titans.



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